**Christopher Vossen**

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**Associate Producer – Telltale Games                                                 Sep 2013  –  Current**

* Acted as a producer across multiple disciplines taking ownership of the concept, environment, character, UI, and animation teams.
* Worked with season leads and executive staff to elevate and grow established franchises
* Delivered highly rated products within an episodic release schedule across all stages of development
* Updated, enforced, and adapted department milestone schedules using Microsoft Project
* Provided support to episode leads by strategizing against show stopping issues, chasing blockers, and providing creative solutions
* Generated, scoped, and prioritized animation and art task lists
* Managed the delivery of character, animation, and environment assets across multiple outsourcing studios
* Responsible for securing content ratings of worldwide digital release in time for submission
* Maintained Jira bug databases and expedited fixes by removing roadblocks between QA, developers, and build teams
* Trusted to make the “Ship it!” call for ratings builds through the management of patch lists, bug regressions, and hands on knowledge of the product
* Updated studio Confluence pages with new episode information
* Led design meetings, development kickoff, and scoping sessions for opening cinematics and action sequences

**Associate Software Engineer – Leadwerks                                             March 2012  –  August 2013**

* Designed, coded, and debugged the showcase game Darkness Awaits and the Leadwerks 3particle system
* Upheld community relations through the use of blogs and user friendly tutorials
* Documented the full Leadwerks 3 feature set, incorporating detailed examples for easy adoption
* Purchased, obtained permits, transported, set up, and ran the Leadwerks GDC 2013 tradeshow booth for less than $8000

**Shipped Titles**

* Tales from the Borderlands Ep. 1 – Zer0 Sum – PC, Mac, Xbox One, Xbox 360, PS4, PS3, iOS, Android, Kindle
* Tales from the Borderlands Ep. 2 – Atlas Mugged – PC, Mac, Xbox One, Xbox 360, PS4, PS3, iOS, Android, Kindle
* Tales from the Borderlands Ep. 3 – Catch a Ride – PC, Mac, Xbox One, Xbox 360, PS4, PS3, iOS, Android, Kindle
* Tales from the Borderlands Ep. 4 – Escape Plan Bravo – PC, Mac, Xbox One, Xbox 360, PS4, PS3, iOS, Android, Kindle
* Tales from the Borderlands Ep. 5 – Vault of the Traveler – PC, Mac, Xbox One, Xbox 360, PS4, PS3, iOS, Android, Kindle
* Leadwerks Engine 3 - PC, Mac, Steam, Linux

**Education & Certification**

**Bachelor of Science – Computer Science: Game Design           September 2007 – Jun 2011**

University of California: Santa Cruz | GPA: 3.82 | Highest Honors

**Certificate for Business in Arts, Science, and Engineering (BASE) July 2010**

University of California: Berkeley - Haas School of Business | GPA: 3.9

**Tools**

Jira | Confluence | Microsoft Office Suite| Project | Outlook | Photoshop | Premiere |Audacity | Visual SourceSafe | Plastic SCM | Perforce |Visual Studios | Unity

**Programming Languages**

C++ | Lua | C# | GLSL | Blitzmax | C | Java | Python

**Currently Playing**

* League of Legends
* Heroes of the Storm
* DnD 3.5

**Portfolio**

alumni.soe.ucsc.edu/~cvossen/