Christopher Floyd

Seattle, WA
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Seeking to work with top-tier developers on top-tier projects.

EXPERIENCE

Executive Producer and Composer, Seattle, WA— Spiral Bound Interactive

JAN 2022 - NOVEMBER 2023

Scheduling and management for You Will Die Here Tonight, an action-horror game. Composed, recorded the game's soundtrack, and contributed to elements of its sound design. Shipped on-time and on-budget.

- Raised funding for development
- Sourced key hires
- Contributed to audio composition and to game design
- Shipped the project on-time and on-budget
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Project:

- *You Will Die Here Tonight* – PC

Designer & Executive Producer, Seattle, WA— Pillow Castle

FEB 2018 - PRESENT

Brought *SUPERLIMINAL* from pre-production through to a highly successful and critically acclaimed released title, holding a Metacritic rating of 76. Title is a top-seller on major platforms.

- Negotiated and closed high-value business partnerships
- Puzzle and Level design
- Narrative design
- Marketing planning (trailers, graphic design, events)
- Production and planning, including personnel management

Project:

- *SUPERLIMINAL* – PC, Nintendo Switch, PlayStation 4, Xbox One

Game Designer & Team Lead, Seattle, WA— Embark Studios

MAY 2022 - NOVEMBER 2022 (Fixed Contract)

Technical Game Designer and Team Lead on the creative sandbox project. Part of the Creative Playground team.

Led a team of three to collect and provide feedback on Tools, Play, and Developer Experience. Reported to leads in Stockholm, Sweden. Planned and delivered launch content. Engaged in and provided feedback on support for external creators.

Performed gameplay design and implementation, scripting, sound design, and level design for approximately 30 rooms/levels in just six months, using proprietary toolset.

Announced Project:

SKILLS

- Game Design
- Programming
- Strategic Planning
- Business Development
- Public Speaking
- Player Advocacy

AWARDS

- **2016 Forbes 30 under 30 - Games** - Chosen by Phil Spencer, Brenda Romero, and Sean Plott
- **2010 Ciaran Carson Prize** - Awarded in my graduating year for poetry translation.

LANGUAGES

- English (native)
- French (fluent)

FURTHER EDUCATION

- *Beginning Game Programming with C#* (University of Colorado)
- *6.00.1x Introduction to Computer Science and Programming using Python* (MIT)
- *Online Games: Literature, New Media, and Narrative* (Vanderbilt University)

- *Embark's Creative Playground* - Embark Studios

Game Designer, Audio Prototyper, Seattle, WA— Oculus VR, Meta

JUNE 2019 - JUNE 2020

Technical Game Designer on VR projects. Part of the AR/VR real-time experiences team.

I started on Facebook Horizon, and later moved to the Sound and Immersive Design team, where I worked on self-directed internal prototype VR software, using Unity and Unreal

Announced Project:

- *Facebook Horizon* - Oculus VR

Game Consultant, Seattle, WA— *Self-Employed*

FEBRUARY 2018 - PRESENT

Providing design, business analyst, and production advice to a range of clients working in video games and interactive media.

Projects include:

- *Tinker* - HTC Vive
- Fellow Traveller - Game Publisher based in Melbourne, Australia.
  - Titles including:
    - LudoNarraCon - Online-streamed narrative game convention on Steam (Production, Planning)
    - *Neo Cab* (Production, Design)
    - *Church in the Darkness* (Production, Design)
    - Several unannounced projects
- *You Will Die Here Tonight*

Indies Workshop, Seattle, WA— *Founder, Owner*

NOVEMBER 2014 - PRESENT

I founded the workshop in 2014 to offer a centralized location for independent game developers in Seattle to create games.

Located in the heart of Capitol Hill, the space has 18 full-time developers representing 14 teams. Over 10 games have shipped since the workshop opened its doors.

In addition to managing the office day-to-day, I advise members on best business practices, such as team management, projects, and pitching to partners.

Radial Games, Seattle, WA — *Designer & Producer*

APRIL 2017 - JANUARY 2018

At Radial Games I led development for several of the company's upcoming projects, including VR, AR and PC/Console. I worked with developers to design and implement playable prototypes. I met with and pitched to publishers such as Sony, Microsoft, Valve, Oculus, and Google. In addition, I helped manage the development and production of three titles through to shipping:

- *Fantastic Contraption* - PlayStation VR
- *Fantastic Contraption* - Windows Mixed Reality

- *OK KO - Let's Play Heroes* - Xbox One, PlayStation 4

Indie Megabooth, Seattle, WA— *First Officer*
NOVEMBER 2013 - APRIL 2017

Responsible for business strategy, event planning, as well as operating day-to-day affairs for our showcases at PAX (East and West), GDC, E3, Gamescom, BitSummit, and more.

Under my leadership the Megabooth grew from two domestic events annually to seven events across the globe.

· Managed over 100 discrete companies simultaneously, coordinating booth planning, mailing lists, events, and logistics before, during and after conferences and conventions.

· Negotiated sponsorships with partners.

· Hosted front-page Twitch streams on stage at major events.

· Commissioned and produced content as Editor-in-Chief of IndieMEGABOOTH.com.

· Created, ran, and hosted the Indie MEGACAST, the company's podcast focusing on independent games.

Vicarious Visions, Albany, NY— *Technical Requirements Group*
JANUARY 2013 - NOVEMBER 2013

As part of a four-person team, I ensured technical compliance for games in line with Apple, Microsoft Xbox, Nintendo Wii U, and Sony PlayStation certification requirements. I was promoted to this role after just two weeks of working at the studio due to my detail-oriented approach.

Titles shipped:

- *Skylanders Swap Force* - X360, XONE, PS3, PS4, Wii U
- *Skylanders Battlegrounds* - iOS
- *Skylanders Lost Islands* - iOS

EDUCATION

Queen's University Belfast (Belfast, Northern Ireland) — B.A. *French Studies*
September 2005 - June 2010

I achieved a 2:1 classification (*GPA comparison estimate: 3.6*). I gained fluency in French, and taught at Lycée Camille Claudel for a year as an English Teaching Assistant.

INDEPENDENT PROJECTS

Music Production — *Spare time*

In my spare time, I enjoy composing and producing electronic music. I use Ableton Live Suite, Audacity, Reaper, and FMOD in terms of software, and I also enjoy performing using hardware for MIDI sequencing.

Starship Clicker — *Video game*

Solo development project created in Unity engine. Released on PC in November 2017. Entirely self-made within one week.

The Rektreational — *Tournament Event*

A tournament for the video game *Dota 2* that I created for members of the game industry. Rektreational ran during two summers - 2014 and 2015, and featured teams composed of players from Campo Santo, Double Fine, Square Enix, Giant Bomb, PC Gamer, and Rock Paper Shotgun.

The event was extensively covered in the press and I was interviewed by outlets including Red Bull.