



Christopher Boeckh

Game Designer

About

Chris is a game designer from the Black Forest, Germany. He's always been passionate about logical thinking, drawing, writing and generally visualizing his thoughts on paper. He loves comfy bars, Japanese vending machines and tinkering with game mechanics.

He studied Game Design at the University of Applied Sciences Europe in Berlin, Germany, where he found his passion for design thinking.

What he does best is adjusting game mechanics, creating target-aimed gameplay experiences and designing ingame levels and spaces accordingly. He particularly enjoys communicating concepts to the team so everyone is on the same page. For that purpose he creates easy to read one page designs to make design guidelines understandable for everyone.



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Education

University of Applied Sciences Europe

Bachelor of Arts, Game Design • 2015- 2019

Goethe Gymnasium Gaggenau

Abitur • 2006- 2014

Languages

De, Eng

Skills

Game Design

Systems Design
Game theory
Level design
Documentation
Visual concepting
Writing
Prototyping
Logical thinking

Game Art

3D modeling, rigging
2D & 3D animation
Box design
Icons, Mockups
Promotion material

Coding

C#, gml, HTML5, CSS3

Additionally

Team Management & communication
Web design

Experience

Four years of

Rapid prototyping - alone and in teams
Making games from scratch to build
System thinking practices
Game design lectures
Game jams

More soon, hopefully as part of your team!

Software



Engine, Coding

Unity, GameMaker Studio 2
Visual Studio, Atom



Source Control

GitHub, BitBucket, Git GUI & Bash, others



3D

Maya, Mudbox, Blender



Concepting, Design & Documentation

Adobe Suite, esp. Ps, Id, Ae, Dw, Ai
Microsoft Excel, Word
Google Drive, Docs, Slides, Presentation



Communication, Task Management

Microsoft Teams, Slack
Trello