Christopher Boeckh

Game & Level Design

I'm Chris, a game designer from the Black Forest, Germany. I've always been passionate about logical thinking, numbers, art, and visualizing my thoughts on paper. I love comfy bars, Japanese vending machines, and tinkering with game mechanics.

I studied Game Design at the UE Berlin, Germany, where I found my passion for the trade. Since then I've been working for Crazylabs and on my own games. Currently I'm training my coding skills while working on my latest project, inspired by the works of Caramel Column and Christophe Coyard.

As a game designer, I love creating concepts from ideas, thinking about their interdependencies and to communicate my own assessments to the team. I enjoy working with numbers, organizing info and finding solutions to reach player experience goals. I strive to translate my team's thoughts into an exciting format and create gameplay that feels just right!

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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
Level design
Balancing
Prototyping
Game theory
Writing

Interpersonal
Self starter, inquisitive
Proactive

Coding
Text-based & visual scripting
C#, gml, JSON, HTML5, CSS3

Other
Monetization
AB Tests
KPI-focused work

Game Art
Mockups, box design, icons
3D modeling, rigging
2D & 3D animation

Experience

CrazyLabs since Nov 2021
Game & Level Design:

- **Once Upon a Match**
  Match-3 RPG, find details here

- **Super Stylist**
  Live-ops & data focused, find details here

Since 2015:
Rapid prototyping - alone and in teams
Making games from scratch to build
Game design lectures
Game jams

Maybe soon more as part of your team!

Software Experience

Development
Unity, proprietary LD tools for:
Enemy and reward placement, stat balancing, Itemization, quest design and more
VS Code, Atom, GameMaker Studio 2

Source Control
Git

Concepting, Design & Documentation
Google Suite, MS Office, Adobe Suite
Confluence

Communication, Task Management
Slack, Teams
Jira, Trello

3D
Blender, Maya, Mudbox