

Chris Ledger

Senior Unreal Engine 4 Game Designer/Developer

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Passionate, dedicated and determined with solid creative design and leadership qualities. Efficient with resource management and a clear communicator that encourages productive, positive practices, creating a desire to follow. A team player with great listening skills.

EXPERIENCE

Derp Studios Ltd, Cheltenham — CEO & Lead Developer

FEBRUARY 2012 - PRESENT

Undertaking client work in Unreal Engine 4, developing a wide range of apps and games across multiple platforms (PC, Mobile, VR). Working across several industries, such as Games, Architectural Visualisation and Virtual Production.

Xliminal, Cheltenham — Senior Developer

JANUARY 2020 - PRESENT

Converted concepts into designs that were to be developed for core gameplay. Teaching best practices to Junior Developers in Unreal Engine 4.

HeyZRO, Cheltenham — Senior Developer

JANUARY 2020 - PRESENT

Developed all core mechanics for 3D virtual shopping experiences, including e-commerce based on video games.

Hello World UE4 Tutoring, Cheltenham — Lead Designer

JANUARY 2020 - PRESENT

One to One private mentoring using Unreal Engine 4 through Fiverr.

Asmodee UK, Cheltenham — Game Demonstrator

APRIL 2019 - MARCH 2020

Travelling around the UK to different conventions and stores to demo/teach people how to play tabletop games as part of an interactive marketing initiative.

Sportier Games Licensee, Cheltenham — Lead Designer

JULY 2017 - DECEMBER 2017

Designed and developed a series of mini golf games using a framework in Unity3D. The titles were shipped to Google Play with the goal of shipping one game a week.

SKILLS

Unreal Engine 4

Game Development, ArchViz, Virtual Production, Level Design, Rapid Prototyping, User Interface, Blueprints, C++, Sequencer, Materials, Best Practices, Game Mechanics, Local Multiplayer, Virtual Reality, Mobile, PC, Asset pathfinding, Asset Importing, Behaviour Tree/AI, Persona

Technologies

UE4, GIMP 2.0, Unity3D, C++, GIT, Perforce, SVN

Project Management

Agile, Scrum, Vertical Slicing, JIRA, Trello

Documentation

Game Design, High Concept/Concept, Proposal, User Experience, Game Design Documents

Game Economics

Free-to-Play Mechanics
Online/MMO Mechanics
Subscription Model
In App Purchase (mobile)
Bartles Types
Player Retention/Endgame
Apple App Store
Google Play

Games Workshop Licensee, Cheltenham — *Lead Designer*

JANUARY 2015 - APRIL 2017

Lead, designed and shipped the “Warhammer 40,000: Tactical Objectives” app for iOS and Android, supporting the aforementioned critically acclaimed tabletop wargame. Actively took part in developing, asset creation and liaisons between departments.

MSUL 2012, Birmingham — *Lead Designer*

SEPTEMBER 2011 - JULY 2012

Lead Game Designer during an 8 month game jam hosted by Epic Games. Actively took part in the game design, development and responsible for maintaining clear communication within the team, as well presenting the game to a live audience of games industry veterans.

Neon Play Ltd, Cirencester — *Junior Game Designer*

JUNE 2011 - JUNE 2011

Work experience creating game design documentation of game mechanics for Ben 10 OmniGames, licensed by Turner EMEA/Cartoon Network.

EDUCATION

Train2Game, Luton — *Diploma*

JULY 2011 - JULY 2014

Studying the fundamentals of Game Design and Development, including but not limited to iterative design processes, development lifecycles, development practices and guidelines.

PROJECTS

Unreal Condos, HeyZRO, Tank Game, Cubee, Looking For Lieblings, Mini Golf Collection, Warhammer 40,000: Tactical Objectives App, THC Racing, Dire Consequences 2014, Two Souls, Slyborg, Breeze Radio App, Clouds, Derpman: CMC, Torch Runner, Dire Consequences, Where The Fawkes Is He, Ben 10 OmniGames

AWARDS

Make Something Unreal Live

Came 3rd place in Make Something Unreal Live 2012 and was the only team to get their title published on the app store.

Most Popular Online Tutor

Most popular private tutor on Fiverr, specialising in Unreal Engine 4 development, earning 30+ five star reviews.

HOBBIES

Developing video games.
Playing video games such as Final Fantasy, Apex Legends and Titanfall. Painting and playing tabletop wargames and RPG's such as D&D and Warhammer.