

Christopher Vossen

(530)391-8190

christopher.a.vossen@gmail.com

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 3 particle 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/