Chris McGee

San Francisco, CA, USA

cmg@chris-mcgee.com
415.793.8074

EMPLOYMENT

FLOAT HYBRID
UX Director
November 2017 - present
Design and develop interactive experiences and software

STACKRAY
UX Director
September 2016 - November 2017
Develop UX/UI for software system analysis application

FLOAT HYBRID
Senior Designer / UI Engineer
February 2013 - September 2016
Design and build gesture-driven interactive branded experiences and games
Multi device communication/apps

KABAM
Lead Designer
January 2012 - February 2013
Design and implement a level building pipeline and toolset with MEL and Python
Design and build all PvE levels for **The Hobbit: Armies of the Third Age**
Assist with combat balance and tuning for **The Hobbit: Armies of the Third Age**
Design, system, and level work for an unannounced title

FEARLESS STUDIOS
Lead Designer
October 2010 - January 2012
Design, system, and level work for an unannounced title
Assist with setting up production pipelines

LUCASARTS ENTERTAINMENT COMPANY
Lead Designer
January 2010 - October 2010
Lead the design team on an unannounced title
Assess all systems, AI, and levels and make recommendations for
      StarWars : The Force Unleashed 2 (X360, PS3)
Level design and scripting for **Star Wars : The Force Unleashed 2**

ELECTRONIC ARTS
Senior Designer
October 2008 - January 2010
Level design and scripting for **Dante's Inferno** (X360, PS3)

LUCASARTS ENTERTAINMENT COMPANY
Senior Designer
November 2006 - October 2008
Level design and scripting for **StarWars : The Force Unleashed 1**(X360, PS3)
Assist other designers with scripting needs

NIHILISTIC SOFTWARE INC.
Lead Level Designer
August 2003 - October 2006
Manage the Level Design department
Level design and scripting
Titles:
Conan (X360, PS3)
Marvel Nemesis : Rise of the Imperfects (XBOX, PS2, Gamecube)
Starcraft : Ghost (XBOX, PS2, Gamecube)

DOUBLEFINE PRODUCTIONS
Level Designer
February 2001 - February 2003
Level design and scripting for **Psychonauts** (XBOX).
Extensive cutscene scripting

MACROMEDIA
Site Engineer
November 2000 - February 2001
Technical support for the macromedia.com web team
Automation tools for 7 language, 30,000 page website hosted on a 12 server cluster
Survey data and log compilation, archiving, and report generation
Automated site updates, press releases, and search and replace tools
Mod Perl Apache configuration
Flash detection

ESSOCIATE
Site Engineer/Web Designer
November 1999 - November 2000
Server config automation
Designed and built a shopping cart inventory admin tool
Helped implement the main shopping cart system
Built search engine analysis tools
Designed and made various splash pages and websites
Got better at foosball

LUCASARTS ENTERTAINMENT COMPANY
Level Designer
July 1997 - November 1999
Level design and scripting for singleplayer and multiplayer levels.
Extensive cutscene scripting with COG (proprietary)
Titles:
Jedi Knight : Mysteries of the Sith (PC)
Indiana Jones and the Infernal Machine (PC, N64)

CROSS MEDIA GRAPHIC
Freelance Designer/Web Engineer
May 1995 - Present
Magazine ads
Product graphics (clothing, accessories, CD covers)
Websites

CHESSEX MANUFACTURING
Graphic Artist / Web Designer / Convention Liason
December 1995 - December 1996
Magazine ads
Product graphics (clothing, accessories, CD covers)
Trade show booth graphics design and print management
Trade show staff scheduling
Websites

SKILLS **Languages/Scripting:**
C#, HTML5, CSS, Node, Angular, React, PHP, MYSQL, Lua, MEL,
C++, Python, Perl, COG

Applications:
Unity, Maya, Unreal, Photoshop, Illustrator, Q3Radiant,
Perforce, GIT, Microsoft Visual Studio, AutoCAD

EDUCATION **UNIVERSITY OF CALIFORNIA AT BERKELEY**
Bachelor of Arts , Architecture 1994

WEBSITE http://chris-mcgee.com

REFERENCES Upon request