
Gavin Chambers | Game Designer

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Skills

- Blueprints
- C#
- Unity
- Unreal
- Maya
- Git
- Photoshop
- Illustrator
- Systems Design
- Level Design
- Economy Design
- Combat Design
- Entrepreneurship
- Leadership
- Creativity
- Communication
- Remote Work
- QA Testing

Education

Champlain College - Burlington, VT | 2018 - 2022 | B.S. in Game Design

- Minor in Entrepreneurship
- 3.8 GPA (4.0 Scale)
- Dean's List: Fall 2018 to Fall 2021

Development Experience

Symbiotic | Champlain College Capstone | Team: 16 Members | September 2021 - Present

- First-person roguelike shooter in which players use an alien weapon to fight and evolve
- Design Lead & Product Owner; Specialized in Combat Design
 - Balanced and created weapons, upgrades, and enemies
- Developed in Unreal Engine 4.27
- Greenlit by college to move into full development

Modbots | Earthbreak Studio | Team: 20 Members | June 2021 - August 2021

- Third-person co-op roguelike arena fighter in which players battle against robots
- Design Lead & Product Owner; Specialized in System Design
 - Balanced and created weapons, upgrades, and enemies
- Developed in Unreal Engine 4.26 and published on [Steam](#)

Escape from the Bodysnatcher | Ubisoft Game Lab Competition

Team: 8 Members | February 2021 - April 2021

- Isometric asymmetric co-op party game where players either try to survive in a bunker against an alien monster or become the monster and try to kill the survivors
- Level Design Lead & Product Owner; Iterated on level design through rigorous testing
- Developed in Unreal Engine 4.26 using Source
- **Nominated for Best in Game Design**