

Gavin Chambers

Quest Designer

+1 (207) 807-8904 | gavinchambersgames@gmail.com | gavinchambersgames.com | Issaquah, WA
linkedin.com/in/gavin-chambers-game-designer/

Skills

-
- Unreal Engine
 - Unity
 - C#
 - Excel
 - Investment Design
 - Combat Design
 - Technical Design
 - Quest Design
 - Leadership
 - Communication
 - Creativity
 - Problem-Solving

Experience

Bungie Inc., Bellevue, WA | June 2022 - Present

Associate Investment Designer - [Destiny 2](#)

- Designed and implemented commerce tools across multiple platforms
- Iterated, modeled, and led multiple MTX systems throughout seasonal releases
- Resolved and optimized bug fixes covering numerous live and developmental features

Personal Project, Issaquah, WA | August 2022 - Present

Game Master - [Dungeons and Dragons, Curse of Strahd](#)

- Redesigned and expanded on preexisting module locations, encounters, and quests
- Rewrote and created new narrative elements to further immerse players
- Successfully ran 64 (and counting) sessions of the campaign

Verb Noun Studios, Burlington, VT | September 2021 - May 2022

Product Owner/Design Lead - [Symbiotic](#)

- Created and balanced weapons, upgrades, and enemies
- Led development team from concept to shipping
- Developed in Unreal Engine 4.27

Raven Shield, Burlington, VT | February 2021 - April 2021

Product Owner/Level Design Lead - [Escape from the Bodysnatcher](#)

- Iterated on level design through rigorous testing
- Developed in Unreal Engine 4.26 using Source
- **Nominated for "Best in Game Design" at Ubisoft Montreal Game Lab Competition**

Education

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