

# Chris Muriel

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## SUMMARY

Game/Level Designer specializing in layout and prototyping. I have the ability to create and design gameplay spaces, script events & produce engaging gameplay.

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## SKILLS & ABILITIES

- Highly skilled using Maya, Photoshop, Premiere, After Effects & Microsoft Office.
- Experienced implementing assets in Unity and UDK.
- Experienced with scripting using C#.
- Created more than fifteen distinct games using the Unity Engine including two that incorporate Virtual Reality.
- Fluent in Spanish and English.
- Shipped two AAA Games working for Sony Interactive Entertainment

## RELEVANT EXPERIENCE

### **Game Designer, Sony Interactive Entertainment**

January 2017 – Present

- Designed and implemented new systems for the main mode in MLB The Show 18.
- Directed, designed and implemented dialogue and scenes for the main story mode in MLB The Show 18.
- Coordinated a team of programmers and artists in the implementation of new mechanics/systems.

### **Game Developer, Freelance**

September 2015 – January 2017

- Created four game prototypes for kids to learn Spanish.
- Created two levels for third person action games and a prototype for a VR experience.

### **Game Designer, The School of Games**

June 2016 – September 2016

- Created a platform of 25 games that teach different concepts like numbers, letters, etc.
- Worked with the Curriculum Designer and CEO of the company to make sure the games were designed to match the concepts the kids needed to learn.

### **Creative Director, Thesis Project**

August 2015– May 2015

- Leader of a multidisciplinary team of 8 people for the creation and development of a 3rd person action adventure game.
- Design, layout and implementation of game and level mechanics.
- Management of timeline and deliverables to ensure the project was on tr

### **Level Design Intern, Tequila Works**

April 2014 - September 2014

- Created layout for four puzzles in the game.
- Scripted the functionality for those puzzles to work properly.

### **Experience Designer, 5D Worldbuilding Media Lab**

January 2014 - April 2014

- Created two prototypes for tablets and mobile devices where there was interaction with the environment.
- Created the narrative for a new story in the "Leviathan" world.

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#### EDUCATION

### **Interactive Media and Game Design MFA – University of Southern California – Los Angeles**

**GPA: 3.8**

- Received the Harold Lloyd Memorial Scholarship for “Best Thesis Project Pitch”.
- Student Assistant for two Graduate Level classes.

### **Animation And Digital Arts BFA – Tecnológico de Monterrey – Mexico City**

**GPA: 3.6**

- Secretary for the student association. I was tasked with organizing events and improving the program based on student needs and feedback.

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#### OTHER

#### ACCOMPLISHMENTS

- Participated in 3 Global Game Jams as a Game/Level Designer and 3D Artist.
- Nominated for Best Student Game for “Apartment” game at the Independent Game Festival during GDC 2015.
- Nominated for Achievement in Narrative for “Paralect” game at the Independent Game Festival during GDC 2014.
- Won Gold Medal at Serious Play Conference 2014 for the Game “Miralab”.
- Indecade Selection three times with the games “Walden: A Game”, “The Meadow” and “Apartment”.
- IGDA Scholarship awarded to the most promising students studying game development to attend the 2013 GDC.
- Volunteer at Indecade 2012.
- Co-Founder of the Freerunning group at USC.