



# CHRISTINA "PHAZERO" CURLEE

GAME DESIGNER

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## ABOUT

Multidisciplinary designer skilled in narrative design and storytelling, documentation, scripting, and small team leadership. A deep thinker that brings traditional fine arts, digital arts, science, and a humanities background together for emotional-driven, relatable, meaningful conceptual stories with a solid play design. Author of 90-pg thesis on Emotional/Narrative Level Design.

## RECENT PROFESSIONAL GAME EXPERIENCE

**09.2019-current**  
Game Designer at  
Insomniac Games

Key vision driver - works cross departmentally to lead a team and bring levels to ship quality. Works closely with the narrative team to deliver engaging and surprising narrative that works hand in hand with gameplay. On Ratchet and Clank, developed a new character, lead the narrative vision, and wrote all foundational dialog scripts. Writes extensive documentation to communicate gameplay and story beats, as well as guided multiple departments to ship. Designed and scripted complex dialog moments including a finale level, musical dialog puzzle, and on-rails combat with story. Praised formally for excellence in design, team work, and communication skill. Force multiplier on team

**2018-2019**  
Game Development  
Adjunct Professor  
at UCLA

**TEACHING**  
Leading course discussion in game design and development, and answering student questions. Guiding students in game creation and mentoring on design choices. Lecturing on communication of game design principals and programming.

## RELEVANT PERSONAL PROJECTS

**03.2019-05.2019**  
GAME DESIGN...  
THE GAME |  
Puzzle/Adventure

**GAME AND LEVEL DESIGNER, SCRIPTER**  
Sole developer. Designed, blocked-in, and implemented narrative, puzzles, dialogue. Built systems (inventory, drawing, puzzles) and scripted gameplay events in Unreal Blueprints. Implemented and highly customized assets and features from asset store.

**12.2017-10.2018**  
ARTIFACTS II |  
Narrative/RPG

**GAME AND LEVEL DESIGNER, SCRIPTER**  
Designed gameplay mechanics, environments, and systems through extensive documentation and testing. Strong storytelling and pacing design focus.

## EDUCATION

**June 2019**  
UCLA  
Design | Media Arts  
Master of Fine Arts,  
Concentration  
in Game Design

**December 2016**  
University of Texas,  
Fine Arts  
Bachelor of Fine Arts  
Concentration  
in Game Development

## FULL SKILLS LIST

- 3DS Max
- Adobe Illustrator
- Adobe Premiere
- After Effects
- Beginner Python
- scripting
- Full-body VR systems
- HTC Vive
- Mac
- Maya
- Microsoft Office
- Mudbox
- Oculus
- Perforce
- Photoshop
- Powershell
- SCRUM
- Slack
- Substance Painter
- Taiga
- UE4 Blueprints
- Unreal Engine 4
- Unity 3D
- Virtual Reality
- Video Editing
- Windows
- Zbrush

## AWARDS AND DISTINCTIONS

- RCE Award 2020
- Force Multiplier - Quarterly Evaluation
- EYEO Festival 2019 Official Speaker
- IGDA Scholar 2018
- Glitch City Arcade 2018
- Indie Cade 2018 Official Selection
- IGDA Women in Games Ambassador 2016
- Different Games Conference  
Official Selection 2018

## PORTFOLIO

[www.ChristinaZero.com](http://www.ChristinaZero.com)

[LinkedIn: Phazero](#)

[Emotional Design Thesis link](#)

## SKILLS

- Game Design
- Dialog Planning and Writing
- Scripting (Node/Text)
- Documentation
- Small Team Leadership
- Gameplay Balance
- Intermediate Programming

## STRENGTHS

- Show Stopping Tent-pole Mission Design
- Pitching and Vision Building
- World Building
- Storytelling and Game-play Intersection
- Player Experience