

Christopher Foster

LinkedIn: <http://linkedin.com/in/slapworth>

Cell: (617) 966-4545

Portfolio: <http://slapworth.org>

Mail: slapworth@gmail.com

Objective: To leverage my creative, technical, and production skills to make awesome new games, apps, and experiences.

Qualifications Summary

- 20+ years of experience in game design; experience on AAA titles
- Skill-set includes management, project leadership, systems/content/UX design, data science, programming
- Game design instructor, Mentor to junior designers for over 10 years
- One-man prototyping army

Work Experience

Fire Hose Games

5/2017 - present

<http://www.firehosegames.com/>

Designer

Clarify and execute project vision for commercial and contract games. Facilitate creative discussions to enable team to impact and improve the design. Conceive, write, and implement branching narrative for 8-chapter story game.

Harmonix Music Systems

6/2006 – 3/2017

<http://www.harmonixmusic.com>

Creative Lead / Lead Designer / Senior Designer

(2006-2017)

Oversaw multidisciplinary teams for prototypes and shipping titles. Managed project design teams, and developed innovative interfaces and gameplay systems for new technologies and for AAA titles. Facilitated company-wide skills development projects, including an internal game jam and Unity training classes. Single-handedly built multiple Unity prototypes for internal R&D and publisher pitches. Designed and oversaw intensive tutorial system for Rock Band VR's completely new gameplay systems. Built simulations in Excel and system animatics in Powerpoint.

Design Director

(2008-2013)

Grew design department from four people to nineteen, providing mentoring and skill development to new and experienced designers. Managed hiring, compensation, and department culture. Oversaw user research department.

Data Scientist

(2015-2016)

Designed all datapoints for Rock Band 4 and Rock Band VR, and developed dozens of analytical views of data in Tableau and DeltaDNA to serve development, publishing, and executive teams. Began studio's foray into player segmentation analysis, and provided deep analysis of the F2P-like core loops in rival franchises to executive group.

Gameplay Engineer

(2006-2007)

Programmed data conversion utilities, gameplay and campaign systems in C and C++. Applied design sensibilities by iterating directly in code. Developed multiple gameplay and campaign/progression prototypes.

Games include: *Green Day: Rock Band* (Project Lead), *Rock Band 4* and *The Beatles: Rock Band* (Design Lead), *Rock Band VR (Onboarding Design)*, *Disney Fantasia: Music Evolved* (Systems/UX Design), *Phase* (Design Lead/Programmer)

Awards include: *Rock Band 4* (2015, E3 Best Music Game, IGN; Editor's Choice, Polygon); *Disney Fantasia: Music Evolved* (2013, Best of E3, Gamespot); *The Beatles: Rock Band* (2009, Best Music or Rhythm Game, Gamespot, GameSpy, 1UP.com, X-Play); *Phase* (2008, Nominated for Best Handheld Game, Game Developer's Choice Awards)

Northeastern University

9/2015 – Present

<http://www.northeastern.edu/graduate/programs/game-science-and-design/#masters>

Part-time Lecturer / Adjunct Faculty

Teaching "Game Design and Analysis" from self-built curriculum for Masters-level Game Science and Design program.

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Work Experience (continued)

Foster and Family Games

2/2014 - Present

Designer / Programmer

Developing arcade game for tablet and mobile, with art, sound and co-designer roles filled by my 8-year-old son. First title, *Loose Nozzles*, accepted into Digital Game Showcase, 2015 Boston Festival of Indie Games.

Bristol Community College

9/2007 - 12/2007

<http://www.bristol.mass.edu/>

Adjunct Professor

Taught *Electronic Game Development I*. Delivered lectures, developed assignments, graded essays and tests.

Turbine Games

3/1997 - 5/2006

<http://www.turbine.com>

Creative Director / Lead Designer / Senior Designer

Led 15-person team for studio's first MMO expansion pack. Wrote game pitches, and designed UX and content delivery systems for multiple titles. Hired and led eight-person design team over two years of content and quest development.

Shipped Titles include: *The Lord of the Rings Online* (Lead Content Designer), *Asheron's Call* (Live Lead Designer / UI Designer), *Asheron's Call Dark Majesty* (Creative Director)

Awards include: *The Lord of the Rings Online* (PC Game of the Year 2007, 2008, Golden Joystick Awards; Top 10 PC Games of 2007, Gamespy); *Asheron's Call* (Best RPG of 1999, CNET Gamecenter; Best All-around Game 1999, Gameindustry.com)

Impressions Games

7/1992 - 2/1997

http://en.wikipedia.org/wiki/Impressions_Games

Game Designer / Producer / Quality Assurance, Documentation Writer, Marketing/Sales Support, Public Relations

One of first two employees for the U.S. office. Stepped through many roles, rising to designer/producer after two years.

Shipped Titles as Designer/Producer include: *Caesar II*, *High Seas Trader*, *Lords of the Realm*

Relevant Skills

- *Packages & Platforms*: Unity; Tableau, DeltaDNA, Microsoft Word, Dark Arts of Excel and Powerpoint
- C#/C++/Objective-C/Perl
- Participant, Global Game Jam 2014-2017, games include: *Rubber Duck Love*, <https://juliusblaise.itch.io/rubber-duck-love>, *You Died as You Lived*, <https://juliusblaise.itch.io/you-died-as-you-lived>

Lectures and other Speaking Experience

- North America: Game Developers Conference, GDC Online, PAX East, Montreal International Game Summit
- Worldwide: DigiWorld Summit, GDC Europe, Game Forum Germany, MICSUR
- Also: Wesleyan University, Smith College, Franklin Pierce University, UMass Boston, MIT Museum, Boston IGDA

Patents

- US 7,923,620, Practice mode for multiple musical parts
- Also part of: US 8,439,733, US 8,017,854; US 8,026,435; US 8,080,722; US 8,449,360; US 8,465,366

Education

Wesleyan University, Middletown, CT, *B.S., Film Studies, 1992*

Interests

Unity hacking, board games, food trucks, craft beer, comic books, film editing, making video games with my kids.