

Christopher Poermandya

Game Producer & Developer

Melbourne, VIC

CONTACT

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WORK HISTORY AND EXPERIENCE

Digital Lode — *Game Designer*

MAR 2019 - APR 2019

Espire 1: VR Operative

I was brought on to help finalise their level and encounter design and push for a beta build and demo for E3

- Test level layouts and design and provided feedback
- Work with other designers and programmers, discussing and implementing new mechanics and features
- Implement, test and balance placement of enemy guard patrols, cameras, trip mines
- Test, refine and balance Virtual Challenge missions
- Balance and tweak enemy guard stats, weapon stats
- Communicate with various disciplines to ensure smooth production

Samurai Punk — *QA*

AUG 2018

Screencheat: Unplugged

- Bug testing and reporting
- Use Trello to track bugs and do bug reviews with the director
- Work with programmers to ensure issues were being addressed
- Contribute to discussion on design of Screencheat: Unplugged
- Give feedback on design of levels and challenge modes

Game Developers of Australia — *Moderator*

OCT 2018 - PRESENT

- Assist in the moderation of a Discord for 1000+ Australian game devs
- Engage with the community in discussions about games + game dev
- Promote the community, particularly during games events
- Help grow the community
- Help organise and run both online and in-person events, including monthly meet-ups and a Game of the Month Club

McDonald's — *Crew Trainer*

APR 2014 - PRESENT

- Maintain high performance in a high-pressure environment
- Delegate workload to crew members
- Train new crew members
- Cashier and take orders, interfacing directly with customers
- Maintain strong lines of communication between the kitchen and service area

CORE SKILLS

Communication
Teamwork
Public Speaking
Customer Service
Agile and Scrum
Organisational Skills

SOFTWARE

Unity
Unreal
Google Suite
M. Office Suite
Git/Ver Control
Photoshop
Discord
Slack
Trello
Asana
Hack n Plan
Twitter

INTERESTS

Tabletop Role-playing
Turn-Based Strategy
Board Games
Korean Food
Bubble Tea
Craft Beers
Pokémon
Drawing
Nindies
Ramen
Coffee
Dogs

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EDUCATION

Academy of Interactive Entertainment — *Advanced Diploma of Game Design & Production*

FEB 2018 - PRESENT

VOLUNTEERING AND EXTRA-CURRICULAR

GCAP — *Floor Runner (Volunteer)*

OCT 2018, OCT 2019

- Help lead the team of volunteers
- Be flexible and quick to respond to issues that arise
- Have a thorough understanding of the proper procedures and chain of command, to be able to assist newer volunteers
- Maintain open lines of communication between volunteers
- Assist with running the Australian Game Developer Awards (AGDA)

Freeplay — *Volunteer*

MAY 2019

NZGDC — *Volunteer*

SEP 2019

- Hosted a Fireside chat with [Delaney King](#)

PAX — *Booth Volunteer*

- Engage with PAX attendees, deliver information about the project clearly and concisely, stay engaged throughout the day
- [Fellow Traveller](#) + [Checkpoint](#) + [Bad Goat Studios](#)

AIE — *Volunteer*

- AIE Open Days, AIE Booths @ Supanova + VCE Careers Expo

OTHER PROJECTS

StormRend: Realm in Ruin — *Producer / Designer*

Norse mythology inspired turn-based strategy game. Deterministic combat, puzzle-like combat design, beautiful Norse-inspired setting.

- Run daily stand-ups and track progress over development
- Adjust scope based on progress and timeline
- Collaborate with audio engineers and voice actors on creating and implementing music, SFX, voice acting
- Design, prototype, and iterate on mechanic, level and narrative design
- Create pitch deck and present pitch to industry professionals

Moped Mayhem — *Producer / Designer*

Fast-paced action driving game about delivering takeaway while avoiding the Mafia.

- Run daily stand-ups and track progress over development
- Create pitch deck and present pitch to industry professionals
- Level and mechanic design

REFERENCES

Nick Acciarito

Business Manager

Digital Lode

Nik Pantis

Producer (Steel Sky Productions)

Founder/Director (GDAU)

Winston Tang

Director/Designer/Writer

Samurai Punk

Shane Trewartha

Game Design Teacher

Academy of Interactive Entertainment

Xavier Fabri

Manager

McDonald's