

Christopher Hamam | Game Designer

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HIGHLIGHTS OF QUALIFICATIONS

- Strong foundation in **C++, C#, Java, and OOP programming**, with hands-on experience scripting, prototyping, and debugging
- Gameplay development experience across **solo and team projects**, including **combat, traversal, event scripting, and level design**
- Proficient in **Unity, Unreal Engine 4, and GameMaker Studio 2**, with supporting experience in Maya, Blender, and Substance Painter
- Level design experience in **VR and 2D fast-paced games**, using **sketches, wireframes, and flowcharts** to plan layout and progression
- **Collaborative designer** with professional experience integrating **story, art, and gameplay** across cross-functional production teams

COMPUTING AND DESIGN EDUCATION

Rochester Institute of Technology, College of Computing and Information Sciences

Rochester, NY

Bachelor of Science, Game Design and Development

Expected May 2027

- **GPA:** 3.42 and accelerated progress towards graduate degree for Game Design and Development expected
- **Relevant Courses:** Game Design and Development I-II, Level Design I, Experiential Design, Real Time Games Simulation I-II, Interactive Media Development, 3D Asset Production

SKILLS

Languages | C++, C#, Java, GML (GameMaker Language), HTML, JavaScript, CSS

Software and Tools | Unreal Engine 4, Unity, GameMaker Studio 2, Maya, Blender, Substance 3D Painter, Photoshop, GitHub, Perforce
Skills | Gameplay Programming, Mechanics Design, Game Systems & State Machine Design, AI Behavior Design, Level Design, 3D Game Logic & Math, Iterative Design, 2D Art & Animation, 3D Modeling, Cross-Functional Team Coordination, Fluent Spanish Speaker

GAME DESIGN AND DEVELOPMENT EXPERIENCE

Changeling VR | Level Design Intern | Magic Spell Studios

Rochester, NY

Unreal Engine 4.27, Blueprints, Perforce, ClickUp

May 2025 - August 2025

- Conceived and pitched a **full ground-up redesign** of a core narrative level using sketches, layout studies, and progression planning
- Designed and implemented **level layout, gimmick sequencing, and environmental framing** to reinforce narrative weight
- Collaborated **cross-functionally** with writers, artists, and audio to align composition, lighting, set pieces, and gameplay flow
- Iterated through **blockouts, playtests, and visual passes** to improve navigation clarity, pacing, and **boost player engagement**

PROJECT EXPERIENCE

Game Developer, [GhostFlame](#) | Solo Project

December 2023 - Present

- Developing top-down **3D high-speed combat platformer** in **GameMaker Studio 2** focused on **mastery-driven dynamic mechanics**
- Designed **mastery-driven progression system** where performance rankings control **nonlinear access** and pacing between stages
- Engineered **linear branching levels** with multiple paths rewarding **routing mastery, memorization, and high-speed execution**
- Optimized **core gameplay systems** including **chained dash traversal, extensible state machine, and performance culling**

Game Developer, [Stay In The Loop](#) | Solo Project | 2025 GMTK Game Jam

August 2025

- Programmed advanced **NPC AI** with preset and randomized behaviors, enabling platform traversal and **dynamic decision making**
- Designed levels around **grapple traversal points** with careful placement for **player flow, smooth aiming, and engagement**
- Balanced **AI complexity** and **environmental challenges** to encourage fast **decision-making** under time pressure
- Engineered **environmental cues** and **spatial layouts** to guide player attention and **encourage experimentation**

Game Developer, [Pumpkin Slasher](#) | Team Project | RIT x Granola.gg Game Jam

October 2024

- Developed **dual-perspective gameplay system** switching between **in-game horror** and **first-person repair interactions**
- Engineered **seamless perspective swapping** while preserving **player state, enemies, objectives, and world continuity**
- Designed and programmed **3 modular error mini-games** integrating **narrative tension** with **mechanical problem-solving**
- Crafted **charge-based dash movement kit** reinforcing aggressive positioning, **momentum control**, and time pressure

Game Developer, [Ascenders](#) | Solo Project

March 2022 - December 2022

- Produced **2D auto-running platformer** in **GameMaker Studio 2**, leveraging **terrain** and **gimmicks** to control **direction** and **height**
- Programmed **wall-bouncing movement system, dynamic terrain-based abilities, and a modular animation system**
- Designed **tall vertical stage** where **unique terrain design** and **gimmicks** create sequential **movement challenges**
- Engineered **node-based camera** smoothly transitioning between nodes to **guide focus** and **frame challenges**

EXTRA CURRICULARS & ACCOLADES

- **RIT Game Development Club, GMTK Game Jam (2022, 2025), RIT x Granola.gg Game Jam 2024, Winter MelonJam 2025**
- **13,000+ downloads & 4.6/5 stars** on 2021 **Sonic Amateur Games Expo** submission "[Sonic Discovery](#)" (unofficial fan-game)
- **Special Award for Creativity**, recognizing originality in gameplay and design for 2024 RIT x Granola.gg submission [Pumpkin Slasher](#)