

Christopher Hamam

240-401-1911 | chrishmets2304@gmail.com | www.linkedin.com/in/chris-hamam | https://chrishgames.com/

HIGHLIGHTS OF QUALIFICATIONS

- Strong foundation in C++, C#, Java, and OOP programming, with hands-on experience scripting, prototyping, and debugging gameplay
- Gameplay development experience across solo and team projects, including combat, traversal, event scripting, and level/world 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 action games, using sketches, wireframes, flowcharts to plan layout and progression
- Collaborative designer/developer experienced working across design, art, and engineering using Perforce and ClickUp

COMPUTING AND DESIGN EDUCATION

Rochester Institute of Technology, College of Computing and Information Sciences

Bachelor of Science, Game Design and Development

Rochester, NY

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 and II, Real Time Games Simulation I and II, Interactive Media Development, 3D Animation and Asset Production, 2D Animation and Asset Production

SKILLS

Languages | C++, C#, Java, GML (Game Maker Language), HTML

Software and Tools | UE4, Unity, Gamedev Studio, Maya, Blender, Substance 3D Painter, Photoshop, Paint.NET, Audacity

Technical Skills | Programming, Level Design, 2D Art & Animation, 3D Modeling, Website Design

GAME DESIGN AND DEVELOPMENT EXPERIENCE

Changeling VR

Rochester, NY

Level Design Intern

May 2025 - August 2025

- Contributed as a Level Designer on a 3D VR narrative mystery game, collaborating closely with a multidisciplinary team
- Led redesign of one of 5 main levels, "Angela's Loss", in Unreal Engine 4.27, refining layout, pacing, and environmental storytelling
- Partnered with writers and narrative designers to integrate level design, visual composition, and tone into narrative experience
- Designed immersive environments and interactive set pieces that directed player focus and reinforced key story beats

PROJECT EXPERIENCE

Game Developer, *GhostFlame* | Solo Project

December 2023 - Present

- Developing top-down 3D high-speed combat platformer using GameMaker Studio 2 focused on mastery-driven dynamic mechanics.
- Designed player-driven progression system where skill increases speed and flow, enhancing replayability and mastery
- Refining fast, responsive combat system where the combat strength scales with player momentum
- Engineering targeting system enabling swift precise zooms to nearby objects, enhancing interaction and immersion

Game Developer, *Stay In The Loop* | Solo Project

August 2025

- Developed a fast-paced 2D puzzle platformer in 5 days using GameMaker Studio 2 & Paint.NET for unique art/animation.
- Designed gameplay around strategic NPC analysis under a strict timer to maintain player engagement.
- Refined AI behavior through systematic bug isolation and iterative testing to improve NPC interactions
- Released the project for the GMTK 2025 Game Jam, earning positive feedback from players

Game Developer, *The Trench* | Solo Project

July 2024 - December 2024

- Executed 6-month production crafting an eerie top-down combat item management game using GameMaker Studio 2
- Built game systems focused on empowering players to strategize item usage and backtracking before boss fights
- Developed inventory system, over ten distinct items & weapons, menu system, and three distinct boss fights
- Designed sprawling level with hidden-item backtracking and interconnected routes to boost player engagement

Game Developer, *Ascenders* | Solo Project

March 2022 - December 2022

- Produced 2D auto-running platformer using Game Maker Studio 2 using 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 2022 Game Jam, RIT x Granola.gg Game Jam 2024, GMTK 2025 Game Jam, Winter MelonJam 2025
- 2021 Sonic Amateur Games Expo submission "[Sonic Discovery](#)" (unofficial fan-game): 13,000+ downloads & 4.5/5 stars
- 2024 RIT x Granola.gg submission "[Pumpkin Slasher](#)": Special Award for Creativity, recognizing originality in gameplay and design