**Christian Otterman**

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**Profile:** A detail-oriented designer with **3+ years of experience** in creating and testing games. Specializes in recording and analyzing player feedback and thinking of ways to implement it in the game. I am looking to contribute my skills and experience to the QA Team at Insomniac Games.

**EDUCATION**

**Quinnipiac University**, **School of Business**, Hamden, CT Expected May 2016

**B.A.** Game Design and Development, **Minor** Philosophy

**GPA:** 3.3 **Honors:** Dean’s List

**SKILLS**

Design - Storyboards, level design, game document, game playbook, paper prototyping

Organization - Agile, Scrum,

Programing - Beginner in C#, beginner in ActionScript

Other - Excel, computer hardware

**GAME PROJECTS**

**Million Dollar Pitch** January 2016 -Present

*Designer, Q&A, Artist*

* Creating a game based upon making movie pitches.
* Facilitated playtests and collected feedback to be later integrated.
* Researched popular games and innovate from their design choices.
* Drafted preliminary art for playtesting.

**Battle Chess** October 2016

*Lead Designer, Playtester, Developer*

* Designed a party game based on aspects of the movie industry.
* Surveyed people about their favorite actors and directors to create cards for the game.
* Created rules document.

**Harrisville Monolith** January 2016

*Co Designer, Developer,*

* Participated in the 2016 Global Game Jam and created this game with four other designers.
* Researched themes and works based upon H.P. Lovecraft’s mythos.
* Constructed a game board and developed the game manual.
* Edited and updated the rules based on player feedback.

**Pertussis Game and The Source** November - December 2015

*Scrum Manager*

* Studied Agile and Scrum values and strategies for class projects.
* Facilitated group discussion and developed tasks for each Scrum cycle.
* Organized and tracked progress of team tasks.