

# 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,  
Programming - 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.