Chance Lytle

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SCHELL GAMES
2020–Present

I Expect You To Die 3 Game Design Lead
2021–2023
- Led the development and design of three levels throughout concept, preproduction, and production of a VR puzzle game.
- Championed design and content authoring best practices, from onboarding new designers to maintaining documentation.
- Managed feedback flow between playtesters, devs, and directors

Research & Development
2021
- Prototyped concepts for original VR IP and various client projects including hand tracking and *Among Us VR*.
- Expanded studio technical design best practices and tools dev.

I Expect You To Die 2 Game Designer
2020
- Designer on three levels during production of a VR puzzle game.
- Designed and prototyped features like the hub and level select.

EDUCATION

Carnegie Mellon University Entertainment Technology Center
2020
- Master in Entertainment Technology

The Ohio State University
2018
- B.S. in Computer Science and Engineering
- With *Honors*, *Honors in Engineering*, Minor in History

SKILLS

Proficient		Familiar	Coursework
- C#	- Unity	- OpenGL / GLSL	- *Game Design*, Jesse Schell
- C / C++	- Jira	- Shadergraph / HLSL	- *RPG Writing*, Chris Klug
- Python	- Twine	- Unreal + Blueprints	- Improv Acting

AWARDS

GDC 2020 Game Narrative Summit Gold Award Winner
2020
- Wrote a Narrative Review, selected for presentation at GDC 2020.
- Available at www.gdcvault.com/gamenarrativereview

CMU GuSH Grant Exploring Game Exhibitions
2020
- Received a graduate studies grant for my project exploring how interactivity is presented in public exhibition spaces.