

Chris Riffey - contact@chrisriffey.com - 916-300-2077
Portfolio found online at www.chrisriffey.com

Recent Game Projects

Project: Seed — Producer/Designer

-2D Platform/Puzzle/Action adventure designed to maximize a cooperative gameplay experience with dynamic level generation for the XBLiG platform. Currently in production.

Videtwolle — Designer/Programmer/Producer

- Poker-like card game designed as an “in character” mini-game for the MMORPG EVE Online, playable card and web versions completed. www.videtwolle.com

Saavy Pirate — Designer/Writer

-Serious game pitch design to educate young people on the value of saving and spending money.

Fairwheat — Designer/Writer

- Neverwinter Nights module about the village of Fairwheat with a branching narrative, designed as demo.

Age of Insects: Turf War — Designer/Producer

- Design concept for a web-based, virally-spread MMORPG based on the graphic novel series Age of Insects.

Glory by a Mile - Designer/Co-Producer

- Futuristic racing game concept designed for customizability and accessibility. Pitch presentation completed.

Recent Web Projects

www.eve-synar.com - Web Designer/Coder

- Web site created for the EVE Online clan Synergistic Arbitrage using PHP and MySQL

www.bigdayyourway.com - Web Designer/Coder

-Web site created for Big Day Your Way Event Coordination using PHP and MySQL.

CTOOL.usc.edu — Producer/Designer

- Comprehensive collection of web tools and information used by USC Customer Support.

Recent Film Projects

Binary Existence - Writer/Director

- Short film that poses the question “What if God was a lonely software engineer?”

The Kabuki Joint — Sound Designer/Sound Editor

- A short film about one gay man’s journey of self-discovery in a small sushi restaurant.

Recent Community

Council for Stellar Management — Member

- Developer-chosen group of players to speak on behalf of the players of EVE Online.

Synergistic Arbitrage — Founder/Leader

- Player corporation (clan or guild) of like-minded individuals based in EVE Online.

Alcohol, Tobacco, & Firearms — Co-Leader

- Online gaming clan spanning multiple games with over 400 members.

Skills and Knowledge

- Experience play-centric game design, balancing, and iteration.
- Deep understanding of story and cinematic language in film, television, and video games.
- Familiarity with toolsets such as UnrealEd 3, Aurora Neverwinter Nights Toolset, and the Elder Scrolls Construction kit.
- Heavy experience with MS Office applications such as Word, Excel, PowerPoint, and Project as well as Photoshop.
- Experience with 3D design packages, primarily 3D Studio Max.
- Experience with scripting languages such as PHP and Perl, database interfacing with MySQL, & basic use of C++.
- Experience with web publishing mediums such as HTML, CSS, Javascript and Flash.
- Familiarity with software creation process and concepts such as milestones, testing, and revision.

Experience

2009-Present USC Information Services Los Angeles, CA

Systems Administrator II

- Maintain a variety of high-availability windows-based server systems.
- Create software deployment packages for deployment to user labs.
- Create documentation for co-workers and management on server configuration and services usage.

2005–2009 USC Information Services Los Angeles, CA

Computer Consultant Supervisor

- Responsible for Hiring, training, paying, and terminating student consultants of the ITS Customer Support Center
- Monitor and ensure quality of work for over 30 direct reports
- Increased staffing to full capacity and increased consultant performance levels, also increased morale levels of subordinates.

2002–2005 USC Information Services Los Angeles, CA

Computer Consultant II

- Handled large volumes of customer support calls and emails.
- Wrote numerous documentation articles and alert bulletins in web and print forms.
- Taught many technical training and information classes to users of all experience levels.

1997-Present Riffey Chiropractic Inc. Rocklin, CA

Computer Network and Operation Consultant

- Maintain multiple computer workstations and network infrastructure at multiple business locations.
- Regularly maintain and update computer hardware and software.
- Regularly train staff on various functions of computers and software.

Education

2000-2002 University of Southern Cal. Los Angeles, CA

- Bachelor's Degree in Cinema Production
- Completed game development courses focusing on play-centric game design and interface design
- Completed the bulk of courses required for Information Technology Minor including classes on flash and 3D Studio Max

1997-2000 Sierra Community College Rocklin, CA

- Completed maximum allowable coursework transferable to B.A. program at the University of Southern California
- Completed multiple creative and technical courses covering topics such as C++, Photoshop, and Photography.