

# Dalton Chancellor

Game Developer | Technical Designer | Located in Huntsville, AL  
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## Professional Skills:

- ❖ C#
- ❖ Scrum/Agile
- ❖ Unity3D & 2D
- ❖ Adobe Photoshop, Premiere
- ❖ Slack, Microsoft Teams, Discord
- ❖ Sourcetree, P4V
- ❖ Trello, JIRA, Asana
- ❖ Google Drive Suite

## Work Experience:

- ❖ **Integration Innovation Inc.** **May 2019 - Present**
  - Game Design Lead**
    - Leading game design and conducting Scrum ceremonies for two projects.
    - Creating wireframes, documentation, and ensuring that the player experience goals are met
  - Game Developer**
    - Using C# in Unity3D to implement content in accordance with approved storyboards and develop new systems.

## Certifications:

- Certified Scrum Master** **June 2020**  
Certified by The Scrum Alliance.

## Projects:

- ❖ **Into CTRL** | Unity3D **July 2020**
  - Designed levels and enemies on a team of 4.
  - Implemented animations.
- ❖ **Plasticity** | Unity3D **May 2018 - May 2019**
  - Lead Usability Researcher.
  - Brought in players who had never played the game before on a weekly basis, and recorded their interactions with the current build in order to improve player experience.
- ❖ **The Witch and the Wisp** | Unity2D **September 2018**
  - Lead Designer on a team of 10, designed levels and puzzles.
  - Worked with a Lead Engineer to implement sprite masking and key puzzle mechanics.
  - Paper prototyped with a team of junior designers.
- ❖ **Fistful of Shards** | Unity3D **Jan 2018 - May 2018**
  - Designed levels, gameplay, enemies, and a market system for a top-down action-adventure game featuring a skeletal cowboy.
  - Created, iterated on, and implemented 3D art and animations.

## Education:

- University of Southern California, Los Angeles, CA** **Jan 2016 - May 2019**  
Graduated: May 2019  
Interactive Entertainment (BA)  
GPA: 3.451 | Major GPA: 3.892