

craig@craigellsworth.com
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Craig Ellsworth

CraigEllsworth.com

- Level Designer with a cinematic aesthetic
- Mechanics Designer with a pick-up-and-play philosophy
- Writer with experience in gameplay & document writing
- Designs games of any genre, casual puzzle to FPS, mobile and PC
- Strives for cohesion between all aspects of design

Technology/Software Skills

Game Engines/Tools: Unreal Development Kit/Unreal Engine 3, Unity 3D, Adobe Flash/Flash Develop, Eclipse

Programming Languages: AS3, C++, Java, Javascript

Project Management Software: Tortoise SVN, Redmine, Unfuddle

Other: Microsoft Office products, Windows, Google Drive/Google Docs

Team & Workplace Skills

Excellent written communication; strong collaborator and team player; heavy attention to detail; critical thinker; gives (and prefers to receive) detailed critiques of every idea; works well within constraints while pushing boundaries.

Employment & Game Credits

Robert Half Office Team

- 2013 Dec: Data Entry Clerk - Great Arrivals.com Inc.

Red Axon/Volunteer at US Dept. of Energy

- 2012 Sept - 2013 Aug: Senior Designer/Temp Lead Designer
- Terrachanics, a Mobile Puzzle Game, made in Unity, prototyped in Flash/XML
- Worked on concept design, level design & implementation, testing & critique

Internship at Raytheon Integrated Defense Systems, Portsmouth, RI

- 2006 May - August: Software Tester on Zumwalt DDG-1000 Destroyer
- 2005 May - August: Unix IT Internal Support
- Secret Clearance, Six Sigma Certified

Side Work

Game Reviews & Development Blog: Scattergamed.blogspot.com

10+ Featured Posts on Gamasutra; 4 published works of short fiction

Education

Bachelor of Science in Electronic Game and Interactive Development

Champlain College 2011, Magna Cum Laude, 3.7 GPA, Dean's List 6 times

Awarded "Excellence in Communication and Creative Media Award", 2010 & 2011