

Christoph Sapinsky

<game designer>

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Credits

| | |
|--|---|
| Free Spacer Tabletop RPG Print & PDF | Game Designer Random Alien Games |
| Eon Altar System Multiplayer Tactical RPG Unity3D: PC, OSX, & Mobile | Designer Flying Helmet Games |
| Amazing World Children's Social MMO Unity3D: Web Player | Senior Game & Level Designer Ganz Interactive |
| Mazin' Hamsters Puzzle Platformer Unity3D: Web Player | Senior Level Designer Ganz Interactive |
| Wipeout: The Game Platformer Nintendo DS | Designer & Project Manager Proof of Concept Interactive Activision |
| Need for Speed: Undercover Driving Simulation PS2, NDS, X360, PS3 | Gameplay Designer Electronic Arts: Black Box Electronic Arts |
| Need for Speed: ProStreet Driving Simulation Wii, PS2, NDS, X360, PS3 | Wii Gameplay Designer Electronic Arts: Black Box Electronic Arts |
| Age of Empires: Age of Kings Turn-based Strategy Nintendo DS | Mission & Game Designer Backbone Vancouver Majesco |
| Rifts: Promise of Power Tactical RPG N-Gage | World Content Designer Backbone Vancouver Nokia |
| Rayman: Hoodlum's Revenge Isometric Platformer GameBoy Advance | Level Designer Digital Eclipse Ubisoft |
| Nicktoons Basketball Arcade Sports Windows | Production Assistant Digital Eclipse THQ |
| FIFA 2003 Sports Simulation PC, Xbox, PS2, Gamecube | Quality Assurance Electronic Arts: Canada EA Sports |
| Homeworld: Cataclysm Real-time Strategy Windows | Quality Assurance Barking Dog Sierra Studios |

Published
Titles **12**

Game Design

- < Developed, tuned, and built original contextual turn-based RPG combat mechanics for Eon Altar
- < Conceived, built, maintained, and balanced powers, skills, stats, and advancement mechanics for 5 distinct character classes, 25 enemy types, and 5 bosses on Eon Altar
- < Tactically developed and balanced combat & exploration Encounters with enemies and traps for user experience and player numbers on Eon Altar
- < Scripted and maintained combat, exploration, advancement, and crafting scripts in Unity 4.6 on Eon Altar
- < Designed exclusive gameplay controls for the Nintendo Wii on Need for Speed: ProStreet
- < Assisted Lead Designer tabletop prototyping of Age of Empire: Age of Kings for the Nintendo DS

Narrative Design

- < Wrote Free Spacer, a 300+ page TTRPG book with accompanying prep book
- < Designed open world story system for Free Spacer TTRPG
- < Maintained dialogue, VO, and cinematic script spreadsheet in multiple languages on Rifts: Promise of Power
- < Wrote and edited found footage cinematics for Rocket Patrol! game demo:
https://www.youtube.com/playlist?list=PLafDEe3wCBnG11yaOLr_eQs_TFlvrTViCY
- < Wrote and directed Kate Booth House PSA for the Salvation Army: <https://youtu.be/YyiMj8AXAFo>
- < Degree in film production from SFU including screenwriting, playwriting, radio playwriting, acting, and directing

Leadership

- < Senior Designer with experience mentoring young developers, teaching tools, and scheduling feature owner, point-of-contact, and scrum runner on multiple projects
- < Responsible for team meetings, project scheduling, and point of contact for all aspects of Wipeout: the Game
- < Oversaw design of for 3rd party portable developers for Need For Speed: ProStreet & Undercover
- < Oversaw design and business requirements as Unity expert creating prioritised task lists for CGS team on AT&T Prototype

Level Design

- < Developed mission scripting system and level design systems for AT&T prototype in Unity4
- < Conceptualized, built, and tuned world zones in Unity3D for Amazing World
- < Tuned drift mechanics and scoring for all levels across all consoles on NFS: ProStreet
- < Designed and tuned 10 levels and the final boss fight for Rayman: Hoodlum's Revenge
- < Designed, tuned, and scripted over a dozen missions using proprietary tools and LUA on Age of Empires: Age of Kings for the Nintendo DS
- < Balanced and tuned multiplayer maps Age of Empires: Age of Kings for the Nintendo DS
- < Designed, tuned, and scripted over twenty random encounter maps for Rifts: Promise of Power

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Experienced
Game Industry
Professional

Since
2002

Projects

2009 – Present
(Sideline) Random Alien Games
Tabletop Game Designer

- < **Project: Unannounced**
- < Role: Game designer
- < **Project: Free Spacer// a sandbox starship tabletop RPG**
- < Role: Game designer, developer, layout artist, and producer
- < Kickstarter: Successful funded in September 2018
- < Fulfilled: Provided rewards to all backers in June 2019
- < Available: DriveThruRPG, itch.io, and Indie Press Revolution

Education

- 2007 – 2014 BCIT
(part time) Continuing education
COMP-2614 .NET Win App Dev in C#
COMP-1451 Intro to Software Development 2
COMP 1905 Flash CS3 Professional
COMP 1409 Intro to Software Development 1
- 2009 – 2010 SUCCESS Business Development
(11 months) Self-employment Program
- August 2006 VanArts
(Intensive) 3D Animation (Maya) Certificate
- 1997 – 2002 Simon Fraser University
(5 years) BFA: Film Production
Project management, cinematography, writing, editing, & directing.

Software

| | | |
|----------------------|------------------|-------|
| Game Engines: | Unity4 – 2019 | ●●●●○ |
| | UDK | ●●●○ |
| Scripting Languages: | JavaScript | ●●●○ |
| | C# | ●●●○ |
| | LUA | ●●●○ |
| Graphics & Editing: | Autodesk Maya | ●●●○ |
| | Final Cut Studio | ●●●○ |
| | Adobe Photoshop | ●●●○ |
| | Adobe InDesign | ●●●○ |
| | Adobe Acrobat | ●●●○ |
| Revision Control: | SVN | ●●●○ |
| | Perforce | ●●●○ |
| Office: | Word | ●●●○ |
| | Excel | ●●●○ |
| | Outlook | ●●●○ |
| | Visio | ●●●○ |

Experience

- 2014 – 2015 Flying Helmet Games
(10 months) Systems Designer
Project: Eon Altar
Role: Developed tactical Combat, Exploration, Crafting, & RPG Advancement mechanics
- 2012 – 2013 CGS
(11 months) Senior Unity Designer
Project: AT&T LIVE Learning Systems Prototype
Role: Spearhead Design while developing vertical slice prototype for AT&T Learning Services
- 2010 – 2011 Ganz Studios
(1.5 years) Senior Game & Level Designer
Project: Amazing World MMO
Role: Worked with Design Lead to develop a multizone MMO to fulfil Creative Director's vision
Project: Mazing Hamsters
Role: Concept, develop, and tune tube maze levels
- 2009 – 2010 Proof of Concept Interactive
(3 month contract) Designer & Project Manager
Project: Wipeout: The Game; Nintendo DS
Role: Responsible for team meetings, project scheduling, DS gameplay design, level design, and Documentation
- 2007 – 2008 Electronic Arts: Black Box
(6 & 3 month TFT) Gameplay Designer
Project: Need for Speed: ProStreet
Role: Wii & PS2 console Lead
Project: Need for Speed: Undercover
Role: Oversaw design of for 3rd party portable developers and put together ESRB submission
- 2004 – 2006 Backbone Vancouver
(2 years) Game Designer
Project: Age of Empires: Age of Kings
Role: Mission & Level Designer
Project: Rifts: Promise of Power
Role: PC Gear & Powers Designer
Project: Rayman: Hoodlum's Revenge
Role: Jumping puzzle level designer
- 2003 Secondsun Entertainment
(contract) Game Designer
Project: Rocket Patrol
Role: Prototype Lead Prototype Designer
- 2002 Electronic Arts: Canada
(TFT contract) Quality Assurance
Project: FIFA 2003
Role: Database, presentation, and audio Tester