

Christopher Michael McEntee
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contact.chris.mcentee@gmail.com
Nationality: American (U.S.A.)
Place of Birth: Mountain View, California

Personal Goal: To make beautiful, fun and immersive video game experiences.

Released Titles:

Commercial titles:	
Rayman Adventures (iOS, Android)	<i>Ubisoft Entertainment S.A.</i>
Rayman Fiesta Run (iOS, Android)	<i>Ubisoft Entertainment S.A.</i>
Rayman Legends (PS3, XBOX360, Wii U, XBOX ONE, PS4 PSVita, PC)	<i>Ubisoft Entertainment S.A.</i>
Rayman Jungle Run (iOS, Android, Windows Phone)	<i>Ubisoft Entertainment S.A.</i>
Rayman Origins (PS3, XBOX360, Wii, PSVita, 3DS, PC)	<i>Ubisoft Entertainment S.A.</i>
Fairytale Fights (PS3, XBOX360)	<i>Playlogic Entertainment</i>

Award winning student projects:

- Organic Chemlab (PC)
 - *Honorable mention at the Independent Propeller Awards 2011*
- Chewy (PC)
 - *Best design award at the Independent Propeller Awards 2011 (\$25,000 prize)*
 - *Best game of the year award at the Brave New Game 2011 competition (\$500 prize)*
 - *Diamond award (best game of show) Festival of Games 2011 in Utrecht, Netherlands*

Publications: "Rational Design: The Core of Rayman Origins." Diss. 2012. *Gamasutra*. 27 Mar. 2012. Web. <http://www.gamasutra.com/view/feature/167214/rational_design_the_core_of_.php>

Work Experience:

August 2013 – Present	Content Director / Lead Designer – Rayman Adventures Ubisoft Montpellier <i>985 Chemin Mas de Rochet, 34170 Castelnau-le-Lez, France</i>
October 2011 – August 2013	Game / Level Designer – Rayman Legends / Rayman Fiesta Run Ubisoft Montpellier <i>985 Chemin Mas de Rochet, 34170 Castelnau-le-Lez, France</i>
March 2011 – October 2011	Game / Level Design Intern – Rayman Origins / Rayman Jungle Run Ubisoft Montpellier <i>985 Chemin Mas de Rochet, 34170 Castelnau-le-Lez, France</i>
May 2009 – February 2011	Lead Editor and Journalist (English language) NiSuTe Europe – volunteer/ non-profit <i>Graaf Engelbert straat 50, 5046 LW, Tilburg, The Netherlands</i> Attended gaming events including, but not limited to, Gamescom, GDC and company specific showcases. Reported on the events, held developer interviews and attended press conferences.
June 2009 – September 2010	Junior 3D Artist – Fairytale Fights Playlogic Game Factory <i>Hambroeklaan 1, 4822 ZZ, Breda-Prinsenbeek, The Netherlands</i> Participated as a part of the 3D modelling team working on the development of downloadable content for the PS3, XBOX360 and PC title Fairytale Fights. Modeled, textured and imported assets into the Unreal 3 editor.
December 2008 – June 2009	Junior Playtester – Fairytale Fights Playlogic Game Factory <i>Hambroeklaan 1, 4822 ZZ, Breda-Prinsenbeek, The Netherlands</i>

Education:

September 2008 – July 2012	Bachelor of Engineering: International Game Architecture and Design NHTV University of Applied Sciences <i>Breda, Netherlands</i>
August 2006 - July 2008	International Baccalaureate (IB) diploma International School Maastricht <i>Maastricht, Netherlands</i>
February 2003 - July 2006	International General Certificate of Secondary Education (IGCSE) International School Maastricht <i>Maastricht, Netherlands</i>

Computer/IT: Very good understanding and handling experience of Windows 7/Vista/XP and maintain a good grasp of: Microsoft Word, Microsoft Excel, Microsoft PowerPoint, Adobe Photoshop CS, Autodesk 3D Studio Max, Autodesk Maya, UBlart Framework, UDK, zBrush, Mudbox, Perforce, Mantis, JIRA and OnTime bugtracking software.

Languages:

English	-	Mother Tongue
French	-	Working proficiency
German	-	Fair
Dutch	-	Fair