

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

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

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<b>Released Titles:</b>	Ori and the Will of the Wisps	(Xbox One & Series S/X, Switch, PC)	<i>Xbox Game Studios</i>
	Rayman Adventures	(iOS, Android)	<i>Ubisoft Entertainment</i>
	Rayman Fiesta Run	(iOS, Android)	<i>Ubisoft Entertainment</i>
	Rayman Legends	(PS3 & 4, XBOX360 & ONE, Wii U, PC)	<i>Ubisoft Entertainment</i>
	Rayman Jungle Run	(iOS, Android, Windows Phone)	<i>Ubisoft Entertainment</i>
	Rayman Origins	(PS3, XBOX360, Wii, PSVita, 3DS, PC)	<i>Ubisoft Entertainment</i>
	Fairytale Fights	(PS3, XBOX360)	<i>Playlogic Entertainment</i>

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**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](http://www.gamasutra.com/view/feature/167214/rational_design_the_core_of_.php)>

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### Work Experience:

May 2016 – Present	<b>Lead Designer – Ori and the Will of the Wisps / Unannounced ARPG</b> Moon Studios GmbH
August 2013 – April 2016	<b>Content Director / Lead Designer – Rayman Adventures</b> Ubisoft Montpellier
October 2011 – August 2013	<b>Game / Level Designer – Rayman Legends / Rayman Fiesta Run</b> Ubisoft Montpellier
March 2011 – October 2011	<b>Game / Level Design Intern – Rayman Origins / Rayman Jungle Run</b> Ubisoft Montpellier
May 2009 – February 2011	<b>Lead Editor and Journalist (English language)</b> NiSuTe Europe – volunteer/ non-profit
June 2009 – September 2010	<b>Junior 3D Artist – Fairytale Fights</b> Playlogic Game Factory
December 2008 – June 2009	<b>Junior Playtester – Fairytale Fights</b> Playlogic Game Factory

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### Education:

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

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**Computer/IT:** Very good understanding and handling experience of Unity and maintain a good grasp of: Microsoft Office, Adobe Photoshop CS, Autodesk 3D Studio Max, Autodesk Maya, UBIart Framework, UDK, zBrush, Mudbox, Perforce, Tortoise SVN, Mantis, Hansoft, JIRA and OnTime bugtracking software.

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**Languages:**

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