

Chad A. Verrall

21125 Paseo Vereda
Lake Forest, CA
949.243.6921
cverrall@gmail.com
www.chadverrall.com

Credits

- The Order 1886 (2015)
- God of War: Ghost of Sparta (2010)
- God of War: Chains of Olympus (2008)
- DS2:Broken Worlds (2006)
- Dungeon Siege 2 (2005)
- Lemony Snicket: A Series of Unfortunate Events (2004)
- Harry Potter 3 and the Prisoner of Azkaban (2004)
- Shrek 2 (2004)
- Brother Bear (2003)
- Harry Potter 2: The Chamber of Secrets (2002)
- Harry Potter and the Sorcerer's Stone (2001)
- Moonbase Commander (2002)
- Backyard Baseball 2 (2001)
- Backyard Football (1999)

Experience

Senior Camera Designer

2012 – Present, Irvine, Ca

Responsible for all gameplay cameras including navigation, aiming, cover, peek, ledge, wounded, boss combat, and mini-games. Designed and tuned additive camera animation system. Designed and tuned suppression fire system. Tune and polish forced aim moments. Designed and tuned virtual camera lens system. Designed and tuned depth of field system for gameplay and in game cinematics. Designed solutions to FPS weapons. Created and tuned controller rumble for all cinematics, death and cinemelee. Collaborated on weapon design, level concepts, show case moments, controller layout, state masking, traversal and core movement.

Selected Contributions:

- Extreme time management skills to see that all camera system design work is completed on time.
- Responsible for all gameplay camera controls.
- Created, cleaned up additive camera motion capture and implemented with player states.
- Focus pulled many cinematics as well as trained and lead a team of contractors to provide depth of field for all cinematics.
- Experiment and designed new ways to push the existing camera tools to achieve gameplay and cinematic goals.
- Work with programmers to implement new features, address existing issues and to test new changes to make sure they behave as needed.
- Outstanding teamwork and coordination with fellow team members.

Camera Designer

2006 – 2012, Ready at Dawn, Irvine, Ca

Responsible for all gameplay cameras including navigation, boss combat, and mini-games in God of War. Work with combat designers and environmental artists to make sure levels go hand in hand with gameplay cameras. Assist game director on tutorials and storytelling. Collaborate with designers, animators and programmers to script non-interactive cut scenes.

Selected Contributions:

- Extreme time management skills to see that all camera work is completed on time.
- Design shots and animatics for pre-rendered cinematics as well as in-game cinematics.
- Animate cameras for all in-game cinematics along with scripting events to time out sequences of when animations and other events should play.
- Review cinematics, context sensitive sequences, and animations to make sure they work for the current scene.
- Experiment and design new ways to push the existing camera tools to achieve cinematic goals.
- Work with programmers to implement new features, address existing issues and to test new changes to make sure they behave as needed.
- **Outstanding teamwork and coordination with fellow team members.**

Cinematic Artist

2004 – 2006, Gas Powered Games, Redmond, WA

Scripted in-game cinematics and in-game events in Dungeon Siege II. Collaborated with designers, animators and programmers to implement cut scenes.

Selected Contributions:

- Organized and planned an effective strategy to complete all non-interactive sequences under a very tight deadline.
- Elevated the quality level of all existing cut scenes.
- Trained level designers and cinematic artists on techniques of in-game cinematics.

Lead Cut Scene Designer

2003 – 2004, Amaze Entertainment, Kirkland, WA

Assisted game designer on tutorials and telling the overall story in Lemony Snicket, Shrek 2, and Brother Bear. Scripted in-game cinematics and in-game events. Effectively managed a team of 4 cut scene designers as well as train new hires.

Selected Contributions:

- Organized and planned an effective strategy to complete all non-interactive sequences under tight deadlines.
- Reviewed and critiqued team members' cut scenes to help elevate overall quality.
- Inspired team members to do their best work and provided a vision for them to follow.
- Managed my team's scheduling and coordinated workflow with production.
- Provided design direction for voice recordings.

Cut Scene Designer

2002 – 2003, Amaze Entertainment, Kirkland, WA

Assisted game designer on tutorials and storytelling in the Harry Potter games. Scripted in-game cinematics and in-game events. Collaborated with designers, animators and programmers to implement cut scenes.

Selected Contributions:

- Provided dialog revisions as needed for in-game cinematics.
- Designed a strategy for translating a book into a game outline and how to reduce the story to its core elements.
- Experimented and designed new ways to push the existing camera tools

to achieve quality goals.

Level Designer / Cut Scene Designer

2001 – 2002, Amaze Entertainment, Kirkland, WA

Assisted game designer on tutorials and telling the overall story in Harry Potter games. Scripted in-game cinematics and in-game events. Collaborated with designers, animators and programmers to implement cut scenes. Created 3D environments and designed level layouts, game state maps and game flow charts.

Selected Contributions:

- Effectively split time between level design and scripting in-game cinematics.
- Experimented and designed new ways to push the existing camera tools to achieve quality goals.

Online Community Development Technician

1999 – 2001, Humongous / Cavedog, Woodinville, WA

Maintained Boneyards servers and tested latest patches. Ran external beta tests. Helped QA titles for integration with Boneyards. Provided email and forum support for online specific problems.

Selected Contributions:

- Designed persistent maps for Total Annihilation: Galactic War.
- Ran live online community events.
- Wrote articles and posted answers on forums to provide a company presence.

Software

Maya, Unreal, Unreal Warfare, Cut Scene Script, Siege Edit, Flick, SourceSafe, Perforce, MS Studio, Word, Excel, Powerpoint, Freehand, Access, Visio.

Education

1993 – 1996, Edmonds Community College, Edmonds, WA

- Associate of Arts and Sciences.