CHRISTOPHER **CIEZA**

GAME DESIGN ENTREPRENEUR | SYSTEM DESIGN

☎ +1 631 838 0463   ✉ christophercieza@gmail.com   in Christopher Cieza   🌐 Aizen Games   ▶ AizenGetsu93

As a USMC Disabled Veteran, my journey from the Marine Corps to game design embodies resilience and determination. Grounded in the core values of Honor, Courage, and Commitment, I bring a diverse background in leadership and problem-solving, seamlessly translating military skills into innovative game development. With experience in tech maintenance and robotics, alongside roles requiring innovation and adaptability, I've honed skills crucial to crafting immersive gaming experiences. With a hunger for learning and unwavering commitment, I'm fully dedicated to pushing boundaries and creating impactful games.

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MASTERING PROJECT MANAGEMENT

Jira | Confluence | Atlassian Suite | Time Management | Attention to Detail | Easily Adaptable

PROFICIENCY IN JIRA AND CONFLUENCE
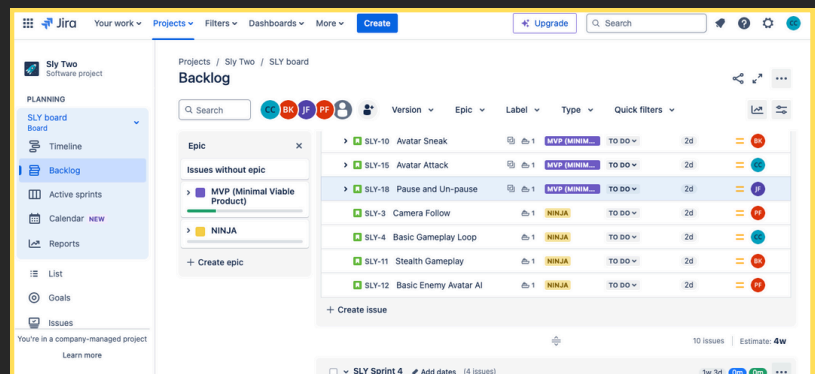Full Sail University
Feb. 2024 - Mar. 2024

CONFLUENCE PROJECT COMPLETION

➤ Developed a comprehensive Confluence project following lab instructions, including proper hierarchy and structure, features integration, dashboards and reports creation, and SWOT/RISK

➤ analysis.
Ensured professional formatting, readability, and consistency throughout the Confluence project,

➤ free of spelling and grammatical errors.
Created multiple dashboards with graphical macros

➤ to enhance usability and present data effectively.
Conducted SWOT analysis with detailed proposals and Risk analysis with mitigation plans.
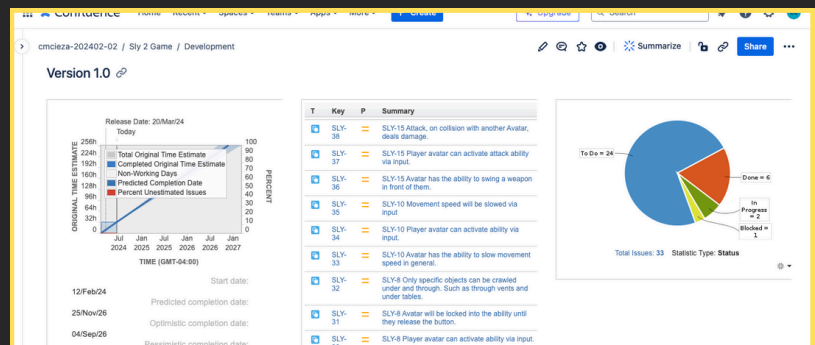
JIRA PROJECT COMPLETION

➤ Established a Jira project encompassing all lab instructions, including the creation of issues, components, sprints, milestones, and dependency

➤ links.
Developed multiple dashboards containing charts, graphs, and diagrams to visually represent project data.
Implemented defect reporting procedures with detailed descriptions, reproduction steps, and screenshots for effective QA.

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ADVANCED LEVEL DESIGN

Level Design Planning and Documentation | Unreal Engine Proficiency | Blueprinting | Level Design |
Pacing Optimization | Storytelling | Gameplay Programming | Graphical User Interface (GUI) |
Presentation Skills | Iterative Design

MASTERING NON-LINEAR GAMEPLAY
Full Sail University
Jan. 2024 - Feb. 2024

LEVEL DESIGN DOCUMENT
Constructed a comprehensive design document outlining the level's story, description, mood boards, top-down maps, and custom mechanics.

FINAL LEVEL WITH GAMEPLAY
Enhanced the block mesh level with detailed assets, refined lighting, and added gameplay mechanics to create a polished and replayable level.

MECHANICS PRESENTATION
Showcased custom Unreal Blueprint mechanics in action, discussing their implementation within the level.

LEVEL PRESENTATION
Presented the month's worth of work, discussing the level design document, showcasing gameplay, and presenting collected data.

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SYSTEMS PROGRESSION

Machinations.io Proficiency | Data Modeling | Data Analysis | System Dynamics Understanding | Critical Thinking | Problem-Solving | Iterative Design | Playtesting | Attention to Detail

MODELING DYNAMIC GAME SYSTEMS WITH MACHINATIONS.IO

Full Sail University
Nov. **2023 - Dec. 2023**

In this project, Systems Progression, I delved into advanced techniques for modeling dynamic changes within game systems over time. Leveraging Machinations.io, I explored the intricacies of organizing and manipulating data to create effective progression systems. The course emphasized practical application, allowing me to explore how changes in these models impact game balance and dynamics. For this project, "" I designed, implemented, and analyzed progression systems using Machinations.io. Having completed this project, I honed my skills in data modeling, quantitative analysis, system dynamics understanding, and more.
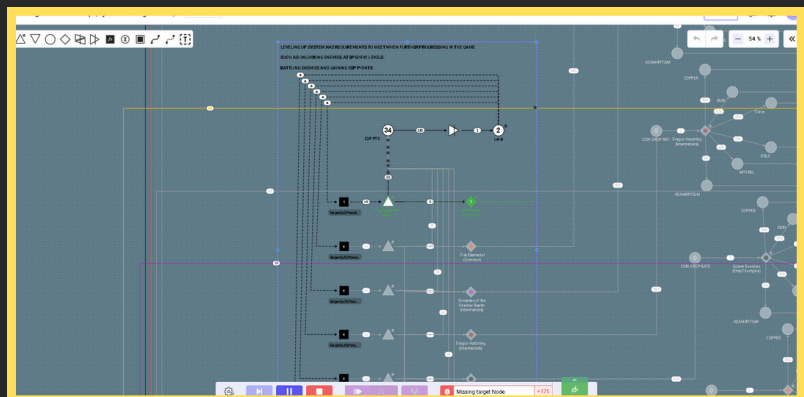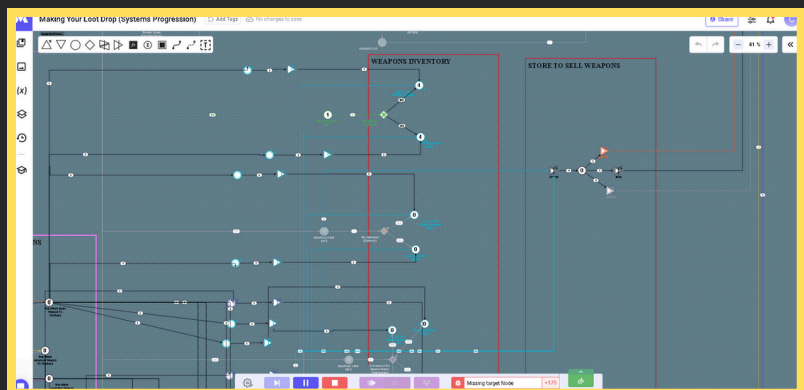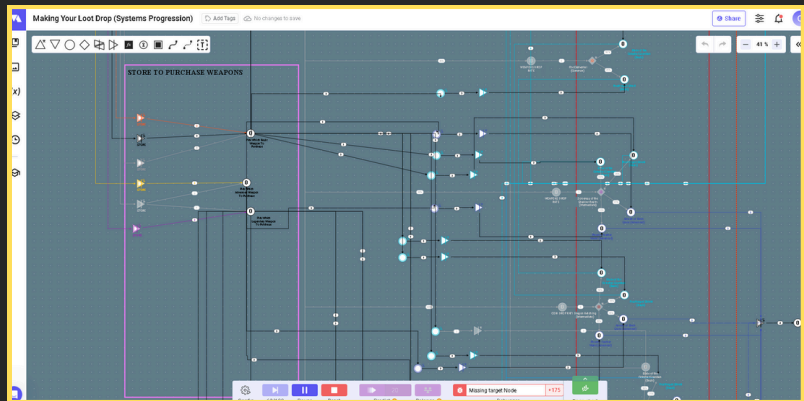
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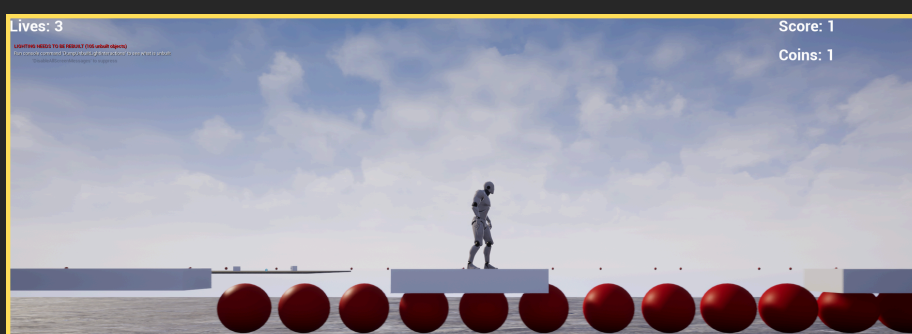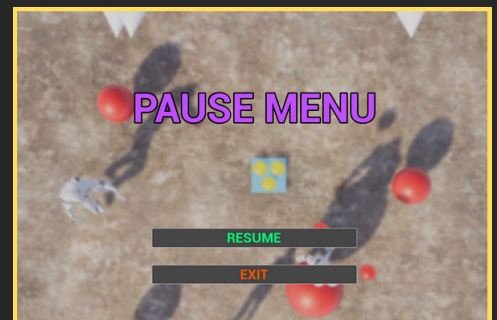
GAME MECHANICS II

Understanding of Game Mechanics | Pacing Optimization | Thematic Design | Conflict Resolution | Heuristic Testing | Audience Targeting | Communication and Collaboration | Problem-Solving | Collaborative Problem Solving | Adaptability to Feedback | Creative Thinking | Game Prototyping | Iterative Design | Unreal EngineSkills: Understanding of Game Mechanics | Pacing Optimization | Thematic Design | Conflict Resolution | Heuristic Testing | Audience Targeting | Communication and Collaboration | Problem-Solving | Collaborative Problem Solving | Adaptability to Feedback | Creative Thinking | Game Prototyping · Iterative Design | Unreal Engine

ADVANCED CONCEPTS
Full Sail University
Nov. 2023 - Nov. 2023

I delved deeper into the theories and principles behind rule-based systems in gaming. Throughout my projects within this time period, I explore the integration of pacing, thematic structures, and conflict resolution mechanisms to create engaging gameplay experiences. This emphasizes the importance of feedback mechanisms and heuristic testing in refining game mechanics. After completing these projects, I have gained a comprehensive understanding of how to synchronize gameplay decisions to cater to specific target audiences effectively. This knowledge sets the foundation for the projects, including "Project: ...But Better!", "Project: ...But Better(er)!", and "Project: Selling It

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INTERACTIVE MECHANICS SHOWCASE

Game Mechanic Ideation and Implementation | Strategic Design Planning | Iterative Prototyping and Testing | Industry Research and Analysis | Presentation and Communication | Collaborative Problem-solving | Unreal Engine | Blueprinting

INTERACTIVE MECHANICS SHOWCASE

Full Sail University
Sep. 2023 - Oct. 2023

I undertook the challenge of crafting innovative game mechanics, a culmination of my learning and growth throughout this project. The project aimed to push the boundaries of interactive design, incorporating insights from industry trends and competitive games to inform my creative process. My objective was to develop and present a compelling game mechanic, drawing inspiration from various sources while ensuring seamless integration with existing gameplay systems. Through meticulous planning, iterative design, and rigorous testing, I crafted a mechanic that not only enhances player engagement but also aligns with industry standards and player expectations. The final submission serves as a testament to my proficiency in conceptualizing, implementing, and showcasing original game mechanics in a professional setting.
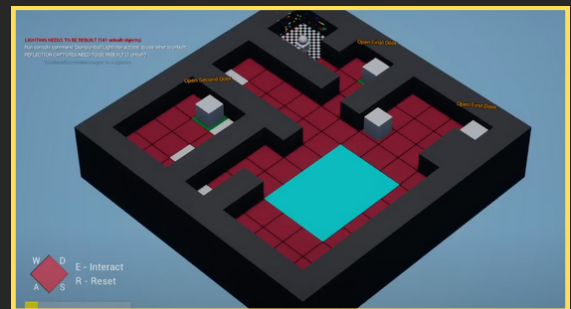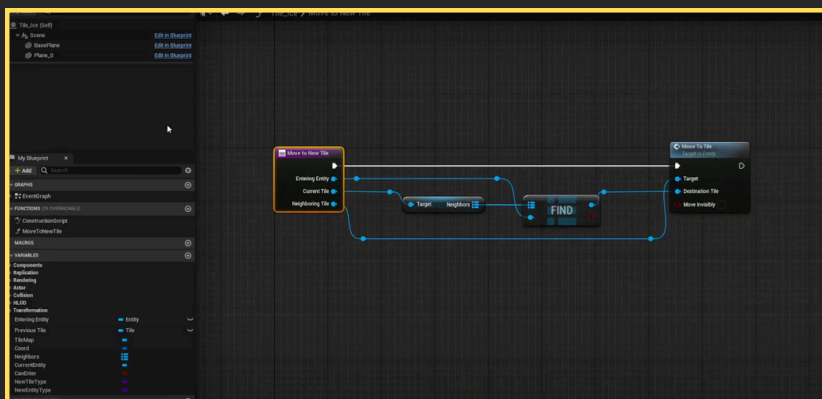
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PROJECT SNEAKY SNEAKY

Programming Logic | Game AI Development | Software Architecture Design | Level Design | Problem-Solving in Game Development | Unreal Engine | State Machines | Advanced Scripting Techniques | Design Patterns Implementation | Modular and Reusable Code Design | Artificial Intelligence Development

PROJECT SNEAKY SNEAKY
Full Sail University
Oct. 2023 - Oct. 2023

I delved into the intricacies of programming and scripting, building upon concepts learned in previous courses. The focus was on understanding software architecture principles, game artificial intelligence, and metric-reporting features. For the Project Sneaky Sneaky project, I applied my knowledge to create NPC entities that navigate autonomously using class-based state machines and Unreal Nav Meshes. The project required designing multiple NPC entities capable of chasing after a player character while exercising level design skills. The final submission demonstrated my ability to develop robust NPC behavior systems within game environments, showcasing proficiency in scripting for game design.
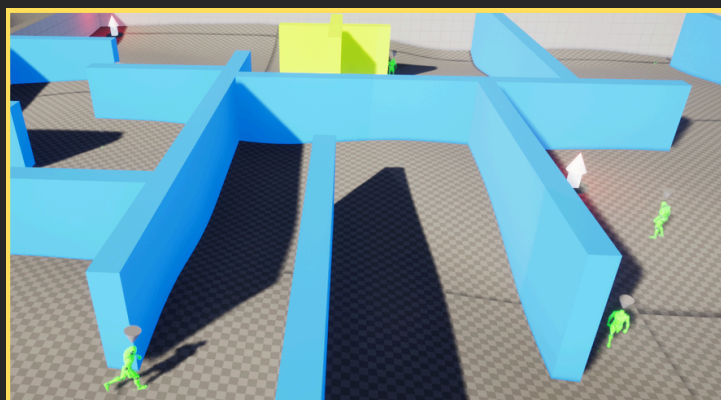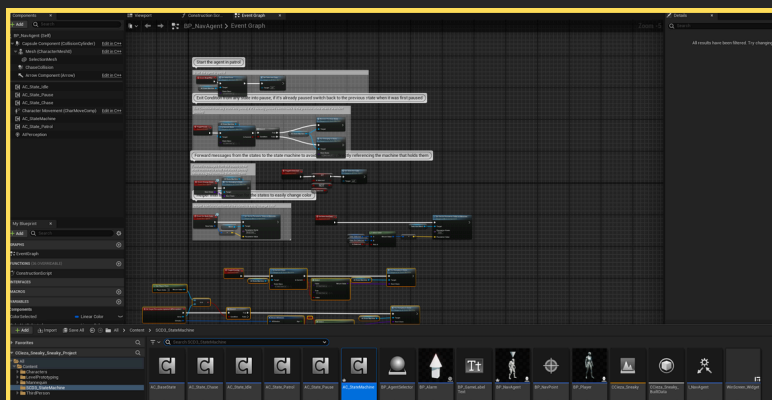
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BLOCKMESH PROJECT

Level Design | Spatial Awareness | Creative Problem Solving | Unreal Engine | Attention to Detail | Adaptability to Design Constraints | Unreal Engine

BLOCKMESH PROJECT
Full Sail University
Jul. 2023 - Aug. 2023

This project aimed to translate level design heuristics into virtual worlds, emphasizing the strategic placement of objects and 3D techniques to guide player aesthetics effectively. My task was to create a functional level mechanic, meticulously plan the level's theme, locations, and progression, and implement all interactions and mechanics into the blockmesh. Throughout the process, I adhered to design restrictions, ensured pacing requirements were met, and maintained narrative coherence. The final submission showcased my ability to construct immersive and cohesive virtual environments using SuperGrid and Geometry Brushes, enhancing my portfolio with a tangible demonstration of my level design proficiency.

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HARNESSING STATISTICAL ANALYSIS

Data Collection | Descriptive Analysis | Statistical Analysis | Data Interpretation | Visual Representation | Chart Construction | Presentation Skills | Communication Skills | Research Skills | Critical Thinking

HARNESSING STATISTICAL ANALYSIS
Full Sail University
Jun. 2023 - Jul. 2023

I delved deep into statistical concepts, mastering data collection methods, descriptive analysis, and probability rules. With a focus on both quantitative and qualitative data, I gained proficiency in visual representation using statistical tools like tables, graphs, and charts.
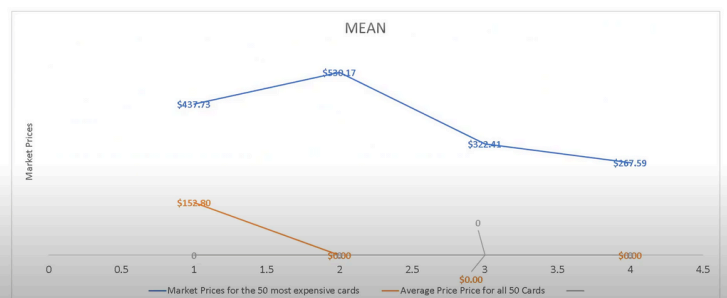
For the final project, I conducted a small-scale research study, presenting my findings through a professional-level presentation. I meticulously collected and analyzed data on a topic of my choice, crafting a 10-slide presentation in PowerPoint. Each slide, well-constructed, featured original charts conveying key insights, supported by a clear narration. This project not only showcased my statistical prowess but also demonstrated my ability to make informed decisions based on data analysis.

Mean for 50 Most Expensive Yu-Gi-Oh! Cards

Top 50 Most Expensive Yu-Gi-Oh! Cards

Trends in Card Values Over Time (Results)
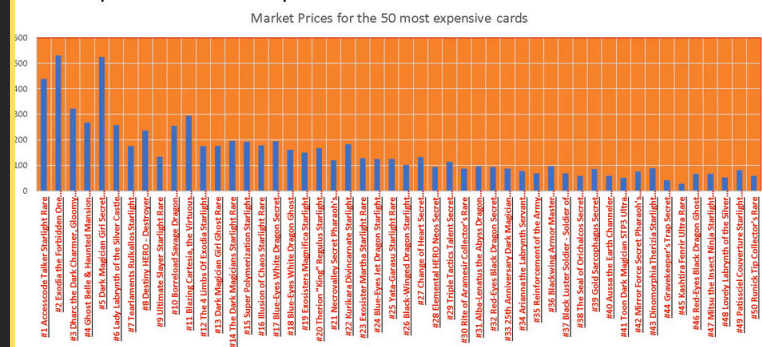
Factors Affecting Card Value Appreciation:
- Card Condition: Pristine condition cards gain value over time.
- Originality: First editions and original prints hold historical significance and increase in worth.
- Scarcity: Limited supply of certain cards relative to demand leads to higher value.
- Legacy and Collectability: Nostalgic value of older generations makes them more collectible.
- Popularity and Competitive Play: Powerful or popular cards experience increased demand and value.
- Rarity of Special Editions: Exclusive releases become highly sought-after and appreciate in worth.
- Graded Cards: High-grade cards, professionally assessed, significantly impact market value.

Understanding these factors is vital for predicting the potential growth of Yu-Gi-Oh! card values over time, benefiting players, collectors, and investors. The market remains dynamic, with demand for rare and exceptional cards continuously increasing worldwide.

Prices from Highest to Lowest

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LEVEL DESIGN SHOWCASE

Level Design | Teamwork | Easily Adaptable | Communication | Attention to Detail | Creativity | Collaborative Problem Solving | Unreal Engine

CRAFTING IMMERSIVE WORLDS
Full Sail University
May. 2023 - Jun. 2023

In this assignment, I spearheaded the creation of a captivating gameplay experience by designing a dynamic game level within a professional team environment. Utilizing my expertise in level design, I meticulously crafted an immersive world, drawing inspiration from targeted themes and incorporating narrative elements to engage players. Collaborating closely with teammates, I seamlessly integrated my level into the shared project, ensuring cohesion and polish throughout. Through effective communication and adaptability, I navigated challenges and incorporated feedback to refine the level design. My dedication to teamwork and ability to easily adapt were instrumental in delivering a compelling and cohesive gameplay experience.
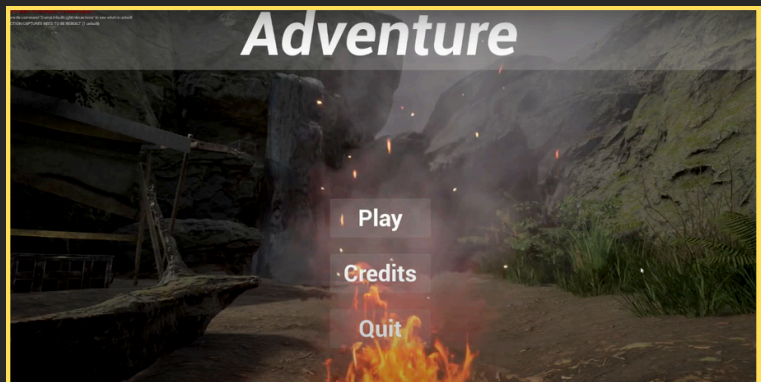
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EXPLORING GAME DESIGN FUNDAMENTALS

Scripting | Object-Oriented Programming (OOP) | Technical Communication | Portfolio Development | Creativity | Unreal Engine

FROM SCRIPTING TO GAMEPLAY INTEGRATION
Full Sail University
Sep. 2022 - Oct. 2022

In this project, I embarked on a comprehensive exploration of game development, honing my skills in scripting, Object-Oriented Programming (OOP), and gameplay integration.

For this project, I curated a showcase comprising a technical walkthrough and gameplay presentation. In the technical walkthrough, I detailed the development process, highlighting key features and functionalities through a structured presentation. In the gameplay presentation, I provided an immersive walkthrough, demonstrating the interactive elements and dynamic gameplay experiences I crafted.