

CHAD
CABLE

chadcable.net
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Game Designer with hybrid design and programming skill set

Adept at rapidly prototyping to identify and refine a game's core mechanic.

Able to effectively communicate and collaborate across disciplines. Experience with all stages of development: blue sky brainstorming, prototyping, production, iteration, polish, play testing, geo-beta, live services, and working with new or existing IPs.

Unreleased Educational App

Lead Designer, Schell Games

An interactive workbook that leverages game design principles to create an engaging and informative healthcare application.

- Developed a suite of reading games to aid in player engagement, comprehension, and retention
- Responsible for crafting, communicating, and aligning the game's design direction
- Delegated design work among three other designers, providing feedback and guidance on where to iterate

Disney Emoji Blitz

Gameplay "Feel" Designer / Programmer, Disney

Fast paced Match 3, with over 5 million downloads. Focused solely on improving gameplay feedback, communication, and "feel".

- Designed, implemented, and iterated game feedback to better reinforce gameplay rules
- Redesigned input filtering for faster, more accurate swipe detection

Unreleased Projects

Lead Designer, Disney

Responsible for small development teams, tasked with exploring and identifying gameplay ideas on new and emerging platforms.

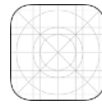
- Developed over 20 different prototypes to discover and refine the game's core mechanic
- Led brainstorms, designed and implemented mechanics, identified areas of iteration, aligned team with project vision, and presented to executives

Where's My Water?

Game Designer / Gameplay Programmer, Disney

Liquid physics puzzler. Winner of the Apple Design Award with over 100 million downloads.

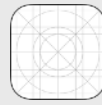
- Built the original prototype to evaluate and prove out the core mechanics
- Designed over a quarter of the levels, with a focus on accessible design for all ages by using intuitive physics mechanics and textless tutorials



2018 Unreleased Mobile AR Game

Lead Designer

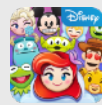
Unity/C# for iOS and Android



2017 Unreleased Educational App

Lead Designer

Unity/C# for iOS and Android



2016 Disney Emoji Blitz

Gameplay "Feel" Designer / Programmer

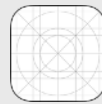
Unity/C# for iOS and Android



2016 Crash, Boom, Ham

Lead Gameplay Programmer

Unity/C# for Amazon App Store



2015 Unreleased Projects

Lead Designer

Unity/C# for Emerging Platforms



2015 Inside Out: Thought Bubbles

Gameplay "Feel" Designer / Programmer

Unity/C# for iOS and Android



2014 Stack Rabbit

Game Designer / Gameplay Programmer

Unity/C# for iOS and Android



2012 Where's My Perry?

Game Designer / Gameplay Programmer

C++ for iOS and Android



2011 Where's My Water?

Game Designer / Gameplay Programmer

C++ for iOS and Android

Schell Games

2016- Advanced Game Designer

Disney Interactive

2014 Senior Designer / Programmer

2013 Mobile Games Engineer

2011 Associate Engineer

2010 Design Intern

Syracuse University

2010 B.S. Computer Science

2010 B.F.A. Computer Art