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## Lead Game Designer with multi-discipline experience

Hybrid game design and gameplay programming skillset, enabling collaboration across a wide range of development scenarios. Experience leading design, rapidly prototyping new concepts, writing and presenting design documentation, and ensuring high quality implementation and craft.

### Senior Designer Programmer at NBCUniversal / 2018

Part of a small creative team responsible for pitching and prototyping new game concepts, as well as providing feedback and consult for 3rd party developers. The team works across all platforms (mobile, console, VR) in order to pair new and existing IP with the best possible game mechanics.

### Advanced Game Designer at Schell Games / 2016 - 2018

Lead designer on multiple game projects. Developed several pitches for internal and external opportunities, prototyped new game concepts, and ran a studio wide prototyping group to cultivate and improve developer's implementation skillsets.



#### Jedi Challenges DLC

Lead Designer

2018 / iOS, Android

Developed three new lightsaber duels for the *Dark Side Expansion* - including new mechanics, abilities, and tutorials.

- Set design goals, aligned team vision, ran brainstorms, and presented to executives.
- Worked with client and IP holders to ensure high quality brand promise and gameplay.
- Implemented, iterated, and play tested new combatants using behavior trees.



#### Odyssey by UPMC

Lead Designer

2017 / iOS, Android

Mobile healthcare app created using game design principles to encourage behavior change and boost engagement.

- Crafted product vision, maintained documentation, and set quality standards.
- Communicating and collaborating game design approaches with client.
- Ensuring high quality presentation and delight - a common pitfall for healthcare software.

### Senior Designer Programmer at Disney Interactive / 2010 - 2016

• Mobile Games Engineer / 2013, Associate Engineer / 2011, Design Intern / 2010

Game designer for a variety of casual mobile puzzle games, specializing in game "feel".

Lead designer on several unreleased projects. Led multiple studio wide skill development programs: building designer's prototyping ability, level design workshops, and weekly game design presentations.



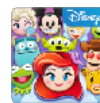
#### Where's My Water?

Game Designer, Programmer

2011 / iOS, Android

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

- Developed 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 using physics mechanics and textless tutorials.



#### Emoji Blitz

Game "Feel" Designer, Programmer

2016 / iOS, Android

Fast paced match 3, with over 10 million downloads. Focused solely on improving gameplay feedback and communication.

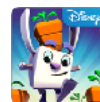
- Designed, implemented, and iterated game feedback to better reinforce gameplay rules.
- Redesigned input filtering for faster, more accurate swipe detection.



#### Crash, Boom, Ham!

Lead Gameplay Programmer

2016 / Amazon App Store



#### Stack Rabbit

Game Designer, Programmer

2014 / iOS, Android



#### Inside Out: Thought Bubbles

Game Designer, Programmer

2015 / iOS, Android



#### Where's My Perry?

Game Designer, Programmer

2012 / iOS, Android