

CODY CHURCH

GAMES INDUSTRY

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portfolio: codychurch.ca

RESUME

Strengths

- **Digital interaction designer with specific focus on Game Design**
- **Experienced team leader and collaborator**; excel in team environments
- Specialize in **conceptual design** and **contextual problem solving**
- **Compatible and varied skills** in creative, critical, artistic and social fields
- Passion for **integrating narrative** into **game structure**
- Devotion to creating **meaningful, memorable and enjoyable experiences**
- **QA skills** augmented by **design iteration** and **prototyping knowledge**

Skills

Design

Critical Analysis/Reflection
Prototyping, Research, Testing
Concept Design Experience

Artistic

Design Visualization/Expression
Sketching, Storyboarding
Drawing, Illustration, Modelling

Interpersonal

Public Speaking/Performance
Project Management
Group Discussion/Collaboration

Technical

Adobe Creative Suite Microsoft Office, iWorks
Final Cut Pro/Premiere Dev. tools Perforce, JIRA
Alias Maya Basic Flash/HTML/Java

Experience

2010 Propaganda Games: Development Support

duties **QA testing, Feature Verification, Qualitative Feedback, Testplan Maintenance, Video Capture**

details TFT on Pirates of Caribbean: Armada of the Damned (cancelled). Worked closely with dev team.
Story/Cinema point of contact, working with animation & narrative teams.
Part of a small and experienced team that was encouraged to work independently.

2007 QA Labs: Quality Assurance Specialist

duties **QA Testing, Playtesting, Compliance Testing**

details CO-OP work term provided through SFU. Tested games for Nokia's N-Gage brand.
Tested titles across multiple phones, testing for stability with each device.
Received commendations for breadth of knowledge and overall performance excellence.

2006 Electronic Arts: Quality Assurance Tester

duties **QA Testing, User Interface, Feature Verification**

details TFT tester for titles for the NBA, FIFA, NFL and NHL franchises.

Tested front end interface including HUD, overlays, screen-to-screen transitions and cinemas.

Education

Simon Fraser University: Bachelor of Arts in Applied Sciences

Graduated 2009 on the Dean's Honour Roll

program **School for Interactive Arts and Technology** concentration **New Media Environments**

key courses	Game Design	Critical/Creative Thinking	Graphic Design	Interactive Arts
	Advanced Game Design	Interactive Prototyping	Interface Design	Visualizing Interaction
	3D Animation	Narrative and New Media	Interaction Design	Project Management

Accomplishments

2007+ Game Developers Club: Founder, President, Discussion Leader (Retired)

details Dedicated to game design, development and discussion. Club website: <http://sfugamedev.wikidot.com/>

2007 ELANS Student Award Finalist: Director, Artist, Lead Designer, Writer

details Nominated in 2 categories: Best Writing and Best Art Direction for a Student Game/Animated Production.

For my complete and up to date **portfolio** please see my **website** at **codychurch.ca**. I can also be found on **[LinkedIn.com](http://www.linkedin.com)**