

elie charest

[eliecharest@gmail.com](mailto:eliecharest@gmail.com)

<http://eliecharest.com/>

## summary

I have worked as a game designer, creative director and game programmer on a variety of console, PC and mobile games, and am skilled in various aspects of game development: gameplay mechanics, game systems, rapid prototyping, character/story development, creative team direction, management of internal and external clients, and game documentation.

## experience

### Freelance

06 / 2013 - Present

*Unity 3D Developer*

I have for the past three years worked extensively with the Unity game development engine and developed an intimate understanding of its various functions and capabilities. I have programmed and integrated half a dozen game prototypes for Miralupa, as well as about half the code in its flagship game Chromian Wars. I was also an important part of the small team that developed the Deux Ex Augmented Reality application showcased at the Grevin Museum in Montreal.

### Miralupa Inc.

01 / 2011 - Present

*Creative Director*

As one of Miralupa's co-founders, I was involved in the creative direction and development of our internal and external projects. In addition to producing numerous demos and prototypes, I provided the design and art direction of our mobile game, Chromian Wars, as well as programmed the initial prototype and a significant portion of the released game.

### Champlain College

01 / 2012 - 12 / 2013

*Adjunct Professor, Game Design*

As a member of the college's faculty, I taught the Advanced Seminar in Game Design, in which students have four months to complete a personal game design project.

### Behaviour Interactive

09 / 2000 - 08 / 2010

*Lead Designer/Senior Designer/Game Writer*

As Lead/Senior Game Designer at the company I worked on the following titles:

- Rango: The Video Game (Xbox 360/Playstation 3)
- MySims Racing (Wii)
- Indiana Jones and the Staff of Kings (Wii)
- Power Rangers: Super Legends (PS2)
- Monster House (PS2, GC)
- Kim Possible: Kimmunicator (DS)
- Scooby-Doo! Unmasked (PS2, Xbox, GC, DS)
- Scooby-Doo! Mystery Mayhem (PS2, Xbox, GC)
- Monsters, Inc. (PSX, PS2)

I was also either the main game writer or the story editor for most of these titles.

## Wanako Games

03 / 2009 - 08 / 2009

*Creative Director*

As Wanako's interim Creative Director during its transition from Sierra Entertainment to Behaviour Interactive, I oversaw the creative process behind the production of numerous pitches and game demos for the XBLA, PSN and Wii Ware platforms.

## Public Technologies Multimedia

05 / 1998 - 09 / 2000

*Web and Game Designer*

Web and Game Designer for Public Technologies Multimedia (later known as My Virtual Model), at the time the largest web/multimedia company in Montreal. I designed a variety of corporate web sites, as well as the following Edutainment CD-ROMs:

- Atlantis Activity Center
- Papyrus II : le Secret de la Cité Perdue

## Dream Pod 9

01 / 1995 - 12 / 1996

*Game Writer*

Collaborated to/wrote several Pen & Paper role-playing game books, including:

- Heavy Gear : Tactical Air Support
- Heavy Gear : Operation Jungle Drums

### skills

- Game Design
- Creative Direction
- Unity3D
- PC Games
- Storyboarding
- Game Writer
- Game Programming
- C#
- Mobile Games
- Console

### education

## Concordia University

1991 - 1993

*Bachelor of Fine Arts (BFA) , Film Production*

## York University

1989 - 1991

*Film Production*

### languages

- French
- English