

CHRISTOPHER L. HUMPHREY

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Education:

- **Bachelor's Degree: Game Design and Development**
Quinnipiac University
Hamden, CT
2019 – 2022
- **Minor: Law in Society**
Quinnipiac University
Hamden, CT
2019 – 2022

Professional Experience:

Desktop Support Specialist, Quinnipiac University, Hamden, CT Sept. 2020 – Now

- Provides infrastructure support for faculty, staff, and students as a part of the information technology department.
- Helps maintain equipment as well as computer hardware used in campus offices and classrooms.
- Analyzes end users needs efficiently and keeps operations running smoothly with a high first call resolution rate.
- Technologies utilized: Azure, Active Directory, PowerShell, Intune, Jamf, Zoom

Department Dev. and Research Intern, Quinnipiac University, Hamden, CT May 2022 – Aug. 2022

- Worked with faculty and other interns to assess the current state of eSports at Quinnipiac.
- Reorganized specific branch of the Game Design major from the ground up using qualitative and quantitative data obtained from observing competing universities.
- Worked with and mentored a diverse body of high school students over the summer in the field of eSports.
- Technologies utilized: Microsoft Excel, IBM SPSS, Trello

Software Developer Yale play2Prevent Lab, New Haven, CT Jan. 2022 – May 2022

- Used biomedical research knowledge obtained from Yale course certificates to construct an ethically sound playtesting experience for target demographics.
- Created functional prototype to show proof of concept to lead project management.
- Prepared a report focused on playtesting groups and cognitive interviews to share with the lead game development company.
- Technologies utilized: Twine Engine, Microsoft Excel, Trello, Photoshop

Game Developer, Quinnipiac Medical School, North Haven, CT March 2020 – Jan. 2021

- Developed a symptom identification game with Quinnipiac's dermatology department.
- Composed, designed, and programmed multiple elements of the game and its systems.
- Managed a team of multiple developers in collaboration with around ten stakeholders leading to a successful product release.
- Technologies utilized: Unity Engine, Microsoft Excel, Photoshop

Systems Designer, Institute for Disease Modeling, Bellevue, WA Sept. 2020 – Dec. 2020

- Collaborated with a team of industry professionals to work on a game that teaches data-based deductive reasoning skills to public health workers in sub-Saharan African countries.
- Managed and utilized player feedback and data systems to enhance the development process.
- Created visual prototypes for early elements of the game.
- Technologies utilized: Twine Engine, Unity Engine, Photoshop, Microsoft Teams

Certifications:

- CSM Scrum Master Certified
- CompTIA A+ Certified