



Charles Neville

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charliert.com/game-portfolio

Technical Skills

- Coded with C#
- Unity Development
- Photoshop
- Illustrator
- Dreamweaver
- Web Development

Soft Skills

- Willing to Learn
- Creative
- Hard Worker
- Resourceful
- Problem Solver
- Sensible
- Organized

Passions

- Video Games
- Writing
- Learning
- Nature

Project Experience

August 2023 - Current

Space FM (working title)

Description: Space FM is a space adventure game where you complete engaging missions exploring new sections of the game world, progress character storylines, and solve the mystery of your father's disappearance.

Role: I am the Design Lead for this project. As Design Lead, I manage the other designers, keep game documentation up to date, and collaborate with all other game disciplines.

August 2022 - April 2023

Quality Assurance

Description: Quality Assurance is an open-ended and satirical sandbox game set in an office space environment, where you are tasked with "testing" a series of bizarre sci-fi products throughout your shift.

Role: I was the lead game designer behind this project. As the lead game designer, I was responsible for designing the gameplay loop, mechanics, overall feel, and much more.

Education

Major: Game Design

Minor: Creative Writing and User Experience
Bradley University, Peoria, IL - May 2024