

# Chris Larue

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[Portfolio](#)

## EXPERIENCE

### Canadore College, North Bay, ON — Professor

August 2022 - PRESENT | [Website](#)

#### Game Design & Development

- Currently teaching course subjects such as User Interface, Game Prototype 2 & 3, Online Networking Architecture and Character Creation
- Teach students how to utilize 3D software to create 3D art, UV edit, texture, rig and animate characters and create environment art.
- Demonstrate to students programming methods used in the latest version of Unreal Engine
- Foster Students' commitment to lifelong learning by connecting course materials to transferable skills in game development
- Collaborate with admissions and faculty to establishing prerequisites for the course and course load

### Attainable Entertainment, Sudbury — Lead Developer

August 2016 - PRESENT | [Website](#)

**Tall Poppy 2** [Steam](#), [Epic Games Store](#)

**Tall Poppy** [Steam](#), [Epic Games Store](#), [Humble](#), [Itch](#)

**Achievements:** Tall Poppy was Itch's Top Seller for 7 weeks in 2021

- Developed programming solutions for vital game functionality, including saving/loading, widget/GUI systems, cinematics scripting, AI behavior, animation state machines, and character functionality.
- Authored and maintained the game design document with accuracy and relevance throughout development.
- Established and organized GitHub milestones, issue tracker, and project tabs, promoting streamlined collaboration and cohesive teamwork.
- Produced captivating 3D art through modeling, UV editing, texturing, rigging, and animation.
- Executed various animation responsibilities, including mocap data recording, cleanup, and traditional keyframe techniques.
- Orchestrated the setup and maintenance of store pages while performing marketing duties.
- Created impactful visual effects to enhance the mood and atmosphere of the games.
- Contributed audio engineering, crafting immersive sound effects and delivering compelling voice acting performances.
- Infused level designs with verticality, thematic richness, and captivating atmosphere for engaging gameplay experiences.

## TALKS

### XP Gaming Education Expo

December 2022

Served as a representative of Canadore College for the esteemed Game Design & Development program, actively engaging with the audience by addressing pertinent inquiries that pertained to the program.

## SKILLS

C++ Visual scripting  
Animation via 3D or 2D  
Character rigging  
Game Design  
3D art  
2D art  
Level Design  
Project Management  
Localization  
Blueprint scripting

## SOFTWARE

**Unreal Engine** for game development.

**Maya & Blender** to construct models, animation, UV, rigs, texture painting.

**Photoshop/GIMP/Krita** for texture creation, graphics for GUI, logos and sprite sheets.

**Quixel products** for material creation to be used with Unreal Engine.

**Davinci Resolve** for video editing game trailers and other promotional material.

## EDUCATION

### Cambrian College, Sudbury, Ont

Sept 2006 - April 2007

Completed the first year of this course.