

Chance Lytle

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SCHELL GAMES

2020–Present

Unannounced Project Design Director

2023–Present

- Directed team of 4 designers and owned feature set vision across 30~ person cross-discipline team from pre-pro onward
- Adapted technical design processes to a legacy codebase and strict performance constraints
- Owned, implemented, and collaborated on individual features with team members and IP owners

2021–2023

I Expect You To Die 3 Game Design Lead

- Led the development and design of three levels throughout concept, preproduction, and production of a VR puzzle game.
- Championed design and content authoring best practices, from onboarding new designers to maintaining documentation
- Managed feedback flow between playtesters, devs, and directors

2020

I Expect You To Die 2 Game Designer

- Designer on three levels during production of a VR puzzle game.
- Designed and prototyped features like the hub and level select.

EDUCATION

Carnegie Mellon University Entertainment Technology Center

2020

- Master in Entertainment Technology

The Ohio State University

2018

- B.S. in Computer Science and Engineering
- With *Honors*, *Honors in Engineering*, Minor in History

SKILLS

Proficient

- C#
- C / C++
- Python
- Unity
- Jira
- Twine

Familiar

- OpenGL / GLSL
- Shadergraph / HLSL
- Unreal + Blueprints

Coursework

- *Game Design*, Jesse Schell
- *RPG Writing*, Chris Klug
- Improv Acting

RECOGNITION

GDC 2024 Future Realities Summit Speaker

2024

- Presented on VR motion comfort and its challenges at GDC 2024
- <https://gdcvault.com/play/1034867/Future-Realities-Summit-A-VR>

GDC 2020 Game Narrative Summit Gold Award Winner

2020

- Wrote a Narrative Review, selected for presentation at GDC 2020
- www.gdcvault.com/gamenarrativereview