Karel Chabera Terra

Senior Technical Game Designer

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Profile

Designing games is my life's purpose and my greatest passion. I was born to do this work.

I am an autonomous self-starter who thrives on opportunities to collaborate. From the initial spark to the refinement and finally bringing it to life through code. Game development is a process that will never cease to amaze me. I design games in my professional life, in my personal life, and every free minute of my day. It's second nature to me. It consumes my thoughts, my imagination, and my dreams.

I make games because they are the "soundtrack" of my life. They anchor me in time and space and the memories I have made through them will last my lifetime. I draw inspiration from the multitude of experiences I've had. From my quilted upbringing living in Germany, New Zealand and Australia to performing as a teenage rocker and finally traveling the world as a backpacker.

Skills

Communication	★★★★★★★★★☆
System Design	★★★★★★☆☆☆☆
Content Design	★★★★★★★★★☆
Rapid Prototyping	★★★★★★★★☆☆
C++ / C# / Scripting	★★★★★★★★★☆
Technical Documentation	★★★★★★★☆☆☆

Experience

EA SPORTS - TIBURON – Orlando, FL — Sep 2021 – Present

Technical Game Designer II

- Built and maintained content pipelines, ensuring efficient content integration across disciplines.
- Designed and lead development of the single-player career mode, from documentation to final balancing.
- Delivered systems played by 10M+ users, contributing to successful yearly releases.
- Trained and mentored designers on the tools and pipelines I created, boosting team productivity.

WB GAMES – New York, NY — Apr 2020 – Aug 2021

Game Integration Engineer

- Embedded within a AAA game team to support them as they integrate their online services.
- Building tools for designers and content creators so that they can quickly and efficiently add their craft to the project
- Facilitating cross-studio communication to help with support and feature requests.

MONSTERFUL VR – New York, NY — Apr 2019 – Dec 2019

Technical Lead

- Plan and document software architecture documentation for Unity Project.
- Manage small team of developers, assigning work as well as mentoring.
- Design, pitch and build prototypes of new features for rapid testing and evaluation.
- Built and Launched rebooted product from the ground up.

OBLIX VR – New York, NY Feb 2018 – Sept 2018

Technical Game Designer

- Implementing new game mechanics and features: locomotion, avatar customization etc.
- Working closely with UI/UX designer to implement their designs in engine.
- Lighting and other scene beautification.
- Optimization, testing and debugging.

START VR – Sydney, Australia Jun 2016 – Dec 2017

Lead Unity Developer

- Adding core functionality for proprietary framework: asset bundle pipeline, Input unification etc.
- Implementing in engine designs as-per Designers documentation.
- Working from wire-frame documents to create app flow.
- Writing custom shaders for bespoke VR effects, buttons and overlays.
- R&D and Testing of new technology and plugins.

Education

ACADEMY OF INTERACTIVE ENTERTAINMENT – Sydney, Australia

Graduated 2014

Advanced Diploma Professional Game Development - Game Programming
Awarded Most Impressive Advanced Diploma Game Project - 2014

References

Available upon request.