

CHRISTOPHER TRUDEAU

PROFESSIONAL SUMMARY

Passionate and dedicated Game Designer with over seven years of hands-on experience in mobile game development. As a lifelong gamer, I bring a unique perspective to crafting engaging game mechanics that resonate with players. I've successfully led the development of three published mobile games, achieving over 40 million downloads by blending creative innovation with data-driven insights. I'm a hard worker who thrives in fast-paced environments, specializing in game economy design, UX/UI, and player retention strategies. Eager to apply my expertise and passion to new challenges in the gaming industry.

WORK EXPERIENCE

Founder | Lead Game Designer

BT Studios

2017 - Present

- **Drove the development and launch of three mobile games**, securing over 40 million downloads by collaborating with major publishers.
- **Engineered innovative gameplay mechanics** and game economy systems, propelling Monster Evolution to 20 million downloads through its unique creature evolution/mechanics.
- **Crafted and tested 20+ prototypes** with distinctive mechanics, leveraging player data to refine successful concepts and rapidly iterate on less effective ones.
- **Amplified user acquisition by 20%** and maximized retention and monetization in MEV through strategic publisher partnerships, targeted marketing, and data-driven optimizations.
- **Enhanced key performance indicators** by continuously refining game features and mechanics based on in-depth player data analysis, boosting retention and monetization.
- **Championed end-to-end game development**, from market research and prototyping to app store submissions, ensuring seamless and high-quality gameplay experiences.

KEY ACHIEVEMENTS

- **Popularized the 2048 mechanic** by publishing Twenty48 Solitaire (renamed 2048 Zen Cards) with Voodoo in 2018, a card game that successfully merged solitaire with the 2048 doubling mechanic, spawning many developers and games after our launch.
- **Innovated in hyper-casual gaming** in September 2021 with the launch of Monster Evolution under Homa Games, merging three distinct mechanics into a cohesive and engaging experience, setting a new standard for multi-mechanic gameplay in the genre.
- **Achieved \$100k revenue growth** in December 2021 by capitalizing on a viral trend and swiftly adding a new character to Monster Evolution.

SKILLS

- **Game Design & Dev.**
- **Unity (7+ Years)**
- **Player Retention & Monetization Strategies**
- **Data-Driven Design & Analysis**
- **UX/UI Design**
- **QA Testing & Bug Tracking**
- **Test Case Development & Execution**
- **Performance Optimization**
- **Strong Communication & Collaboration**
- **AI Tools / Optimization**

EDUCATION

Graphic Design/Advanced Graphic Design
Certificates
Humber College
2012 - 2014

LINKS

- [BTStudios](#)
- [LinkedIn](#)
- [Monster Evolution](#)