

CHRISTOPHER BROWN

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LOCATION: Boston, MA/Remote GITHUB: [cbrown3](https://github.com/cbrown3)

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EDUCATION

Rochester Institute of Technology

Bachelor of Science Game Design & Development, Minor in Japanese Dec 2018

SKILLS

LANGUAGES: C#, C/C++, JavaScript, HTML/CSS, Processing, Python, SQL,

APIs, FRAMEWORKS, APPS: Unity, DirectX 11, CUDA, OpenCV, OpenGL 4, Vulkan, SPIR-V, GLSL, Git and GitHub, Trello, Perforce, Confluence, Unreal Engine 4, Maya, 3DS Max, Adobe Suite, Jira

EMPLOYMENT

Samsung Neurologica, Danvers, MA: Software Engineer - Unity/Full-Time Feb 2022 - Current

- Developing with Unity, C++, C#, Python, and JavaScript
- Performing all phases of software development: requirements, design, implementation, verification, and release
- Implementation of advanced Unity concepts such as mobile, AR, VR, computer vision, etc.
- Assisting in developing new, innovative products from the ground up
- Consider user experience implications and make recommendations for improvements
- Working closely with a small development team to troubleshoot development & production environments, performance tune, and optimize embedded systems
- Making progress on multiple projects at any time un-related to Unity development using C++ and Python

Beyond Academics Inc., Remote: Game Developer/Part-Time June 2020 - Jan 2022

- Developing with Unity 2021.1, developed for WebGL
- Translate design requirements using Unity
- Collaborate with designer and web developer to bring our games to life
- Using Photon PUN to create multiplayer games using their server systems and API

WhiskeyBarrel Studios, Remote: Network Engineer/Freelance Sep 2020 - Jan 2022

Swords and Sandals

- Developing with Godot 3.4, developed for Steam, turn-based combat RPG game
- Creating dedicated server infrastructure, while integrating with Steamworks
- Implementing security into all facets of the structure design, from login info to server protection
- Working with Azure to host servers

Corner Store Games, Remote: Lead Developer/Freelance July 2019 - Jan 2022

Hoodlings

- Developing with Unity 2019.1, developed for Android and iOS
- Mobile game auto-run game with obstacles, enemies, and a physical-to-digital toy system
- Ran into multiple unfamiliar challenges and solved them, while learning new skills
- Gained 10k in funding by Rochester Institute of Technology to continue professional development
- Created game states, player states, UI, interactables, enemies, systems, levels, etc.

Darkwind Media Ltd., Rochester, NY: Junior Game Developer/Full-Time Jan. 2019 - May 2019

Iron Man VR

- Worked with Unity 2018.3 VR, and developed for PSVR and multiple VR platforms
- Reproduced bugs for submission using Perforce
- Helped complete cross-input manager for VR and Unity debugging
- Developed, modified, and tested new Unity tools to support the team
- Worked on a large team of engineers, used Jira and Scrum to complete tasks

PROJECTS

Project Break - Main Developer May 2021 - Current

- 2D fighting game developed in Unity 2021.1, programmed using C#
- Small team of 2; one developer and one designer
- Working on state machine, animations, hitboxes, etc.
- Using Trello to keep track of progress and process of development
- Responsible for character abilities, movement, attacks, character animations, gameplay effects, and UI design and implementation
- Code is available upon request!