

# CHRISTOPHER BROWN

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

LINKEDIN: [chris-brown63/](https://www.linkedin.com/in/chris-brown63/) WEBSITE: [gamedevcb.com](https://gamedevcb.com)

## EDUCATION

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## SKILLS

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## EMPLOYMENT

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### Rochester Institute of Technology

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

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

APIs, FRAMEWORKS, APPS: Unity, DirectX 11, CUDA, OpenCV, OpenGL, Vulkan, SPIR-V, GLSL, Git and GitHub, JIRA, Trello, Perforce, Confluence, Unreal Engine 4, Figma, Adobe Suite

### Samsung Neurologica, Danvers, MA: Software Engineer III/Full-Time

Feb 2022 - Current

- Developing with Unity 2019-2023, Unity 6, C++, C#, Python, and JavaScript
- Leading software design and software architecture for new company product and all Unity development
- Developing new, innovative features from the ground up in a fast-paced environment
- Consider user experience implications and make recommendations for improvements
- Leveraging both Unity UI and UI Toolkit systems
- Working closely with a small development team to troubleshoot development & production environments
- Making progress on multiple projects at any time un-related to Unity development using C++ and Python

### Giant Fox Studios, Remote: Game Developer/Contract

Dec 2021 - Feb 2022

#### *Swing Strikers*

- Contributed to UI functionality and usability
- Integrated character and skin selection/customization into gameplay
- Wrote gameplay mechanics for characters
- Addressed bugs to unblock the team and improve gameplay
- Collaborated remotely with team members to ensure a seamless development process

### 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/Contract

Sep 2020 - Jan 2022

#### *Swords and Sandals: Immortal*

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

### Corner Store Games, Remote: Lead Developer/Contract

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
- Created game states, player states, UI, interactables, enemies, systems, levels, etc.
- Worked on project independently while prioritizing multiple tasks as necessary

### 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
- 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 and reproduce bugs

### Project Break - Lead Developer

May 2021 - Current

- 2D fighting game developed in Unity 6 using C#, inspired by 2XKO
- Using Photon Quantum 3 on Unity DOTS to meet modern fighting game standards
- Implementing client-side prediction networking and deterministic physics
- Using Trello to keep track of progress and process of development
- Responsible for all software architecture, programming, and animation
- Code is available upon request!

## PROJECTS

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