

CHRISTOPHER BROWN

EMAIL: chris.bbrown63@gmail.com WEBSITE: gamedevcb.com PHONE: 908-884-1258

LINKEDIN: [christopher-brown-923353a4/](https://www.linkedin.com/in/christopher-brown-923353a4/) GITHUB: [cbrown3](https://github.com/cbrown3)

EDUCATION

Rochester Institute of Technology

Bachelor of Science Game Design & Development 2018 Minor in Japanese

SKILLS

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

APIs, FRAMEWORKS, APPS: Unity 2019, DirectX 11, CUDA, OpenGL 4, Vulkan, SPIR-V, GLSL, Git and GitHub, Trello, Perforce, Confluence, Unreal Engine 4, Maya, 3DS Max, Adobe Suite, Jira

EMPLOYMENT

Corner Store Games, Remote: Lead Developer

July 2019 - Current

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 to complete contract, 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.

Reworld Inc., Remote: Developer, Producer

Feb. 2021 - Mar. 2021

Volcano Escape

- Developing with Reworld Engine: Unity-based, Roblox-esque engine; developed for mobile and PC
- Obstacle course where players split into teams and run from a heatwave to escape the island
- Ran scrum meetings, maintained list of goals with dates and labels, and assigned them
- Analyzed milestones and needs to adjust weekly goals properly
- Wrote code for team boost mechanic, lobby/game logic, UI logic, audio on server and client sides

Pixel Academy, Tribeca, NY: Instructor

Sep. 2019 - July 2020

- Teaching classes involving game design and development to students from 7-11 years old
- Teaching game design concepts in Minecraft and Fortnite, and coding using Minecraft
- Showing and walking students through creating a game with their own ideas using Unity

Darkwind Media Ltd., Rochester, NY: Junior Game Developer

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 Rock - Main Developer

Dec. 2019 - Current

- 2D grid-based fighter/shooter developed in Unity 2019, programmed using C#
- Based on combat from the *Megaman BattleNetwork* series, with fighting game elements
- Focused on game balance and creating proper character archetypes
- Using Basecamp 3 to keep track of progress and process of development

GGJ 2021 - Network Programmer

Feb. 2021 - Feb. 2021

- 2D co-op horror puzzle game developed in Godot 3.2, programmed using Java-based GDScript
- Led a team of new developers to create their first game
- Learned to use Godot, as well as its Networking API

Card Clash - Gameplay Programmer

Sep. 2018 - Dec. 2019

- Platform brawler game made in Unity 2018, programmed using C#
- Currently networked across LAN using UNET
- Worked on a team of 9, used Scrum development
- Responsible for character abilities, movement, attacks, character animations, gameplay effects, and UI design and implementation