

Chris Brady

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SUMMARY

I'm a level designer looking to break into the industry. I have a fascination for spaces, whether real, virtual, or spread across a map. I'm passionate about creativity and art, so I make an effort to absorb as much of it as I can.

EXPERIENCE

UCSIM | Unity Developer | SEP 2021 - PRESENT

Works with team of programmers and artists to develop "serious" games with Unity3D and C# for XR and WebGL that serve practical needs or express artistic concepts. Works in-editor and with code. 50/50 between part-time and full-time.

- Hope After Hate VR: Design, coding, sequencing, QA
- CAP Research Framework: Design, coding, QA
- Medicaid Care Experience Simulation: Coding, sequencing, QA
- NDA VR Training Project: Coding, sequencing, QA
- Improv VRChat: Coding, sequencing

UC ITSC | Fullstack Web Developer | JUN 2020 - SEP 2021

Worked as a fullstack developer on a team to develop applications to serve client needs. Utilized React, nodeJS, and Postgresql. Worked on version 4 of the Risk Assessment system. 50/50 between part-time and full-time.

EDUCATION

University of Cincinnati | CECH | 2020 - PRESENT | B.S. in IT - Game Design and Simulation | 3.3 GPA

This program primarily teaches technical skills including, but not limited to, various coding languages, multiple game editors, and project management. The required coursework was supplemented with game design and creative ideation courses.

HARD SKILLS

Level Design

Wide linear, spiral,
competitive, shooter, party,
traitor game

Coding Languages

C#, Java, Javascript, C++,
UE Blueprint

Engines

Unity, UE4, Source, id Tech
2, Dark

SOFT SKILLS

- Ideation
- Prototyping
- Iteration
- Addressing feedback
- Interdisciplinary
communication

HONORS

Dean's List

2020-Present

Cincinnati Scholarship

2020-Present