

Chris Brady

Email: 1600frogs@gmail.com | (937) 232-2634 | Portfolio: <https://badman-dev.github.io/chrisbrady/>

SUMMARY

I'm a level designer from the Midwest with a fascination for spaces, whether real, virtual, or spread across a map. As a level designer, I see myself as negotiating the moment-to-moment dynamics of a game with the player to produce the best experiences within memorable environments. I am always hungry for a new project to get excited about and a new team of creatives to see it through with.

SKILLS

Level Design: Ideation, layout, encounters, scripting, pacing, iteration, art implementation

Engines: Unity, Godot, Unreal 5, Unreal 4, Source, Source 2, id Tech 2, Dark Engine

Languages: C#, C++, BluePrint, Python, Java, Javascript, SQL

Software: Git, Jira, Excel/Sheets, Word/Docs

EXPERIENCE

Drinkbox Studios | Level Designer | Proprietary Engine | OCT 2025 - PRESENT

Works on upcoming Metroidvania ARPG *Blighted* as a level designer.

KAR Games | Level Designer | Godot | MAR 2025 - OCT 2025

Worked on survival crafter *Drift: Space Survival*'s upcoming Space Exploration update, a major overhaul that introduces handcrafted environments for players to explore. Created ~hour-long regions for players to explore, harvest resources, evade danger, and build up their ship within. Coordinated cross-discipline with art and programming for the production of the game's art kits and in-engine level tools.

Greylock Studio | Level Designer | UE4 | JUN 2024 - AUG 2025

Worked on and helped ship FPS *Echo Point Nova* and its expansion, *Under the Clouds*, using proprietary tools based on Unreal Engine 4. Created open world points of interest, varying focus between combat arenas, boss fights, exploration, and platforming. Reviewed playtests, provided feedback, and iterated upon the work of both myself and my colleagues.

UCSIM / CISC | Unity Generalist | SEP 2021 - JUL 2024

Worked on a team to develop “serious games” simulations that function for industrial training, marketing, education, and research purposes. Worked mostly in design and programming. Worked on 14 small-medium scale projects, having shipped 10 of them and been the primary developer on 3.

EDUCATION

University of Cincinnati | CECH | 2024 | B.S. in IT - Game Design and Simulation | 3.6 GPA