

# Chris Brady

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## SUMMARY

I'm a level designer from Ohio with a fascination for spaces, whether real, virtual, or spread across a map. I'm passionate about the creative process and the art it produces.

As a level designer I am largely self-taught through online/written resources and frequent practice.

## EXPERIENCE

### UCSIM | Unity Developer | SEP 2021 - PRESENT

Works on a team to develop non-entertainment simulations that function for industrial training, marketing, education, and research purposes. Does across-the-board Unity development but works mostly in design and programming.

Has worked on 10 different projects, having shipped 7 of them and been lead developer on 2 of them. Time split between full-time and part-time depending on academic schedule.

### 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 2 different projects. 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 additional game design and creative ideation courses.

## SKILLS

### Level Design

Primarily modding scene projects completed and released to recreational players following iteration with playtesters

### Coding Languages

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

### Engines

Unity, UE4, Source, id Tech  
2, Dark

## HONORS

### Dean's List

2020-Present

### Cincinnatus Scholarship

2020-Present