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Chris Brady

EDUCATION

University of Cincinnati, Cincinnati, OH

School of Information Technology GPA 3.4

Bachelor of Science in Information Technology, Game Development and Simulation

Expected May 2024

WORK EXPERIENCE

UC Center for Simulations & Virtual Environments Research, Cincinnati, OH — *Serious Game Developer*

September 2021 - PRESENT

Works with team to develop "serious" games with Unity3D and C# for VR and WebGL that serve various client needs. Works in-engine and with code. Has also done some work with audio engineering.

UC Information Technology Solutions Center, Cincinnati, OH —*Fullstack Software Developer*

June 2020 - September 2021

Worked as a fullstack developer on a team to develop applications to serve client needs. Utilized React, nodeJS, and Postgresql. Full-time 1/3 of the year, part-time 2/3 of the year.

IT PROJECT EXPERIENCE

Video Game Prototype — *Project Head / Programmer*

In high school, utilized management and communication skills to head the project's goals and direction, as well as used programming skills to assist in the creation of the project using C# in Unity.

Video Game Level Creation — *Mapper*

Works on various projects developing levels and maps for existing video games. Such games have included Mordhau, Thief 2, Half-Life 2, Garry's Mod, and Counter Strike: Global Offensive.

LEADERSHIP INVOLVEMENT

INTERalliance, Blue Ash, OH — *Chapter Competitions/Showcase Manager*

Organizes and facilitates competitions for INTERalliance's chapters, and works with sponsored companies to organize and facilitate the largest student-run tech conference in the country, TechOlympics.

SKILLS

Proficient skill in C#, Java, and C++	Experience in Scrum / Agile
Proficient skill in Unity , Unreal Engine 4, and Source	Experience with both Git and JIRA
Proficient knowledge of computer hardware	Creativity
	Teamwork
Proficient skill in HTML, CSS, Javascript, Typescript, and NodeJS	Self-motivation
Proficient skill in SQL database management	Eagerness to learn

AWARDS

2nd Place Sinclair Tech Prep Showcase 2019 Programming and Software Development Group A Junior Team

Managed a team of 4 to create a video game prototype in Unity, programmed in C#.

3rd Place Business Professionals of America C#/Visual Studio Programming Ohio Region 17 2019

Utilized skills with C# and Visual Studio to create a unit conversion form.

AVAILABILITY FOR CO-OP/INTERNSHIP

Available for Summer/Fall 2022 Co-Op/Internship