# Christopher Butcher

christopher@christopherbutcher.com
812.917.9383
Bloomington, Indiana, United States
http://christopherbutcher.com
http://linkedin.com/in/-christopherbutcher

## Objective:
Creative & friendly Game Developer, Programmer, & Sound Designer looking to utilize eagerness to learn, love of music, passion for coding, & problem-solving skills to enter the games industry.

## Education:
- **Indiana University - Bachelor of Science in Game Design, Programming Concentration**
  (Bloomington, Indiana - May 2022)
- **East Tennessee State University - Bachelor of Arts in Instrumental Music Education**
  (Johnson City, Tennessee - May 2015)

## Competencies & Functional Skills:
Problem solving, troubleshooting, debugging, creativity, communication, attention to detail, teamwork & leadership, critical thinking, organization, Agile & Scrum methodologies.

## Technical Skills:

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| **Languages:** | C#, C, Python, Java, Racket |
| **Engines & Middleware:** | Unity, FMOD, Construct, Godot, Unreal |
| **Audio Software:** | Reason, Adobe Audition, ProTools, FamiStudio |
| **Team Management:** | Slack, Discord, HacknPlan, Trello |
| **Source Control:** | Git (Bash, Bitbucket, GitHub Desktop, SourceTree) |
| **Other Software:** | Visual Studio, Adobe Creative Cloud, Piskel |

## Projects:
- *Breach of Space* **-** https://calcitegames.itch.io/breach-of-space
  - Programmer, Sound Designer, & Composer.
  - Game created in Unity (C#) with FMOD integration.
- *Codetta* **-** https://chrbutch.pages.iu.edu/Codetta/
  - Composed & mixed music with Reason 11, edited sound effects in Adobe Audition, programmed events in Construct 3, and created all art assets using Piskel.
- *Robin's Quest!* **-** https://bitbucket.org/chrstphrbtchr/robins_quest/src/master/
  - In-production personal game project. *Link to the Past*-clone made in Unity (C#).
  - Soundtrack composed using FamiStudio & Reason 11.
- *Scare-Away Camp* **-** https://chrstphrbtchr.itch.io/scare-away-camp
  - Short Unity (C#) game, with emphasis on mechanics & level design.

## Professional Experience:
- **Calcite Games (Bloomington, Indiana) : August 2020 - Present**
  - Programmer, Technical Sound Designer, Composer, Generalist.
  - Worked in-engine on implementation & debugging across various disciplines.
  - Programmed enemy AI systems, assisted in design (both low- & high-level), created and implemented sounds & music.