

Christopher Butcher

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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, team leadership, critical thinking, organization, Agile & Scrum methodologies.

Technical Skills:

Languages:	C#, Python, Java, Racket
Engines & Middleware:	Unity, FMOD, Construct, Gadot, Unreal
Audio Software:	Reason, Adobe Audition, ProTools, FamiStudio
Team Communication:	Slack, Discord, HacknPlan, Trello
Source Control:	Bitbucket, GitHub Desktop, SourceTree
Other Software:	Visual Studio, Adobe Creative Cloud, Piskel

Projects:

- ***Breach of Space*** - <https://sites.google.com/iu.edu/breachofspace/home>
 - Programmer, Sound Designer, & Composer.
 - In-production game made 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. Made in Unity (C#). Soundtrack composed using FamiStudio.
- ***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.
 - Worked in-engine on implementation & debugging across various fields.
 - Programmed enemy AI systems, assisted in design (both low- & high-level), created and implemented sounds & music.