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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.