Chad Young

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SUMMARY

Proficient game engineer with proven track record of teamwork and rapid development of high-quality work. Problem-solver who applies strong analytical skills with creativity and efficiency to produce outstanding results.

KNOWLEDGE AND SKILLS

Game Engineering

Unity, Unreal Engine, Godot, Game Design, Unreal Blueprints, QA Testing.

Programming Languages

C++, Java, Javascript, Python, Lua, QT, C#, and GDScript.

Skills

Attention to detail, analytical skills, creativity, written communication, efficiency, and teamwork.

EXPERIENCE

Dead Dev Games   October 2025–Present

QA Tester

- Tested new game Cardboard Cowboy, set for release in 2026.
- Gave feedback and design suggestions for the new game.
- Met developers to discuss game development processes.

CTY Technologies PC and Phone Repair - startup phase   March 2024–Present

Founder and President

- Developed business plan, strategy and launched the company.
- Initiated business and marketing operations.
- Created a preliminary company website using Wix.

University of Silicon Valley   2025

Game Developer Club - Vice President

- Spearheaded efforts to re-establish game prototyping within the club.
- Attended events in the club, including a game testing event.
- Working on a new game concept with club members.

Chick Fil-A, Fremont, CA   June 2022–Present

Back of House Team Member

- Maintain kitchen cleanliness, assist with food preparation, and restock kitchen supplies.

The Museum of Art and Digital Entertainment, Oakland, CA   2019–2024

Volunteer Technical Assistant

- Repaired video game consoles, including problem diagnosis and repair of game units.
- Configured consoles and other game units for temporary museum exhibits.
- Worked on program ISOBreaker for helping the team read ISO files.
- Met several game developers to test and help design game projects.

EDUCATION

University of Silicon Valley, San Jose   September 2021-Present

Bachelor of Science, Game Engineering
GPA: 3.8

Foothill College, Los Altos Hills   September 2019 - December 2021
GPA: 3.8

PROJECTS   cyo93.github.io

Muskler

- Director of game project.
- Created Game Design Document as well as documentation.
- Engineer of game project.

ISOBreaker

- Uses Visual Studio 2022 and QT 6.5.
- QT C++ Program created from scratch with no prior experience.
- Supports multiple ISO formats, including standard, GameCube, and Xbox.
- Shared with Volunteers at the Museum of Art and Digital Entertainment.

Oublivious

- Finished using the Godot game engine.
- Programmed weapon mechanics, as well as player movement for the game.
- Worked with level designers on creating the level for the game.

Graybox

- Programmed using Unity 3
- Engineer as well as level designer for the project.
- Programmed character movement and power-ups for the game.

INTERESTS

- Gaming, reading, outdoors, cats, travel.