# Chad Young

677 Arrowood Court
Los Altos, CA 94024

(650) 933–0747
chady64@outlook.com

## ATTRIBUTES

- Creative and innovative problem solver
- Strong writing skills, including grammar and style
- Ability to work quickly, with quality and attention to detail
- Outstanding team player

## KNOWLEDGE AND SKILLS

- Excellent computer skills, including a strong aptitude for learning new programming languages and concepts.
- Experience in the following:
  - Unity
  - Unreal Engine
  - Godot
- Knowledgeable in the following programming languages.
  - C++
  - Java
  - JavaScript
  - Python
  - Lua
  - Unreal Blueprints
- Extensive knowledge of game design.
- Deep understanding of AAA games, the game industry, and game design.
- Strong knowledge of Unity and Unreal.
- Experienced in testing computer programs and video games.

## EXPERIENCE

**CTY Technologies**                                    March 2024–Present

*Founder and President*

- Developed business plan, strategy and launched the company.
- Initiated business and marketing operations.
- Planned game studio operations for future in Game Developer Club.

**University of Silicon Valley**

*Game Developer Club - Vice President*

- Helped manage the club with the president and other leaders.
- Attended events in the club, including a game testing event.
- Working on a new game concept with club members.

**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.

## PROJECTS

*Return of the Tomb Raider*

- Worked on the Graveyard level found in the final game.
- Implemented the inventory system used in the game.

*Oublivious*

- Lead the development team and directed various concepts for the game.
- Programmed weapon mechanics, as well as player movement for the game.
- Worked with level designers on creating the level for the game.

*Graybox*

- Engineer as well as level designer for the project.
- Programmed character movement and power-ups for the game.
- Worked on creating levels for the game.

*ISOBreaker*

- QT C++ Program created from scratch with no prior experience.
- Supports multiple ISO formats, including standard, GameCube, and Xbox.
- Easy to use and a good alternative to other programs like ISOBuster.

## 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**

## INTERESTS

Travel, exercise, reading, foreign language learning and nature.