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. Rapid learner of new skills and technologies with the ability to efficiently deploy them into practice.

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.
- Provided feedback and design suggestions.
- Consulted with developers to discuss game development processes.

Pixel Poxet   January 2025–April 2025

Game Engineer – Class Project

- Profiled and optimized game performance with Unreal Engine based games.
- Created, documented and debugged new and existing gameplay mechanics.
- Extensively tested and provided feedback on *Project Bookcraft*, their latest game.

University of Silicon Valley   2025

Game Developer Club – Vice President

- Spearheaded efforts to re-establish game prototyping.
- Designed a game concept for a Halloween-themed escape room.
- Leading preliminary team efforts to develop a new game, inspired by Yoshi's Island.

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

Back of House Team Member

- Assist with food preparation, maintain kitchen cleanliness, and restock kitchen supplies.

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

Volunteer Technical Assistant

- Programmer for application *ISOBreaker* (C++) to enable the staff to read ISO files.
- Designed and tested several game developer projects to enhance their quality.
- Repaired video game consoles, including problem diagnosis and repair of game units.
- Configured consoles and other game units for temporary museum exhibits.

EDUCATION

University of Silicon Valley, San Jose   September 2021-Present

Bachelor of Science, Game Engineering   *Degree Expected December*
GPA: 3.8, Dean's List several semesters

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

PROJECTS   cyo93.github.io

ISOBreaker – ISO File Reader

- 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.

Oublivious – First Person Beat-Em-Up

- 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 – Puzzle and Level Designer Game

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

INTERESTS

- Gaming, reading, outdoors, cats, travel.