

Chad Young

Los Altos, CA

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SUMMARY

Proficient game engineer with proven track record of teamwork and rapidly developing 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, and Unreal Blueprints.

Programming Languages

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

Skills

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

EXPERIENCE

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.

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.