

# Chad Young

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## SUMMARY

I am a game engineer who has always been fascinated with game engines like Game Maker Studio since I was young. I currently have experience with various game engines such as Unreal Engine and Unity, as well as programming languages like C++, Python, and Java. I also have experience working with teams, managing my own time and learning new skills quickly, which are especially important skills in the career field.

## 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.
- Created a company website using Wix.
- Starting as an electronic repair business.
- Planned game studio operations for future in Game Developer Club.

Website coming soon.

### University of Silicon Valley

2021–Present

#### *Game Developer Club – Vice President*

- Helped manage the club with the president and other leaders.
- 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.

### 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.

### Chick Fil-A, Fremont, CA

June 2022–Present

#### *Back of House Team Member*

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

## 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

### *Muskler*

- Director of game project.
- Created Game Design Document as well as documentation.
- Engineer of game project.
- Part of the Game Dev Club at USV.

### *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.
- Easy to use and a good alternative to other programs like ISOBuster.

### [Trees for Speed](#)

#### *Oublivious*

- Finished using the Godot game engine.
- 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.

#### *Return of the Tomb Raider*

- Unreal Engine 5.4 Project.
- Worked on the Graveyard level found in the final game.
- Implemented the inventory system used in 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.

#### *PC/Cell Phone Repair Projects and Activities*

- PC/Cell Phone Diagnostic/Repair/Refurbishment