charlie phillips
game developer & producer

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RELEVANT EXPERIENCE

Night City Games, May 2020 - present
Unity Developer

- Scripted several core gameplay features in Unity using C#
- Communicated key build milestone deliverables with stakeholders
- Contributed to game documentation helping drive creative vision

Cartoon Network Digital, Jun 2019 - Aug 2019
Games Production Intern

- Assisted with localization & multi-platform QA testing on the Apple Arcade exclusive, *Steven Universe: Unleash the Light*
- Documented creative reviews for communication to vendors
- Gathered assets for a user acquisition campaign in support of the Cartoon Network Arcade app

ADDITIONAL EXPERIENCE

Hackerjacks, Nov 2018 - March 2020
Events Coordinator

- Led weekly presentations exploring topics in game programming
- Developed community-wide game jams & technical workshops
- Scheduled guest appearances with local game workers

iD Tech, May 2018 - May 2019
Game Development Instructor (Remote)

- Aided remote team to develop curriculum for students worldwide
- Provided lessons in Unity, C#, and C++ via zoom conference
- Communicated with dozens of clients over email/phone

EDUCATION

Columbia College Chicago, 2017-2021
B.S. in Game Programming
Minor in Interactive Media Development & Entrepreneurship

COMMUNITY INVOLVEMENT

Train Jam to GDC 2019, Participant

GDC 2018 & 2019, Conference Attendee

Bit Bash Chicago, Shift Captain / Events Volunteer

IGDA Chicago, Volunteer & Member

SKILLS

- Project Management (Agile/Scrum)
- Scheduling & Planning
- Documentation Writing
- Creative Problem Solving
- Quality Assurance Testing
- Game Engine Scripting (C#, Unity Engine)

SOFTWARE

- Kanban Project Boards
- Microsoft Office Suite
- JIRA Enterprise
- Visual Studio & VS Code