CHARLIE PHILLIPS

GAME DEVELOPER

charlie.games | hello@charlie.games | @ataricharlie

RELEVANT EXPERIENCE

Hackerjacks, Nov 2018 - present
Organization Leader & Events Coordinator

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

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

iD Tech, May 2018 - May 2019
Remote & Camp Instructor

- Aided team to develop curriculum for hundreds of students
- Provided game development lessons via video conference
- Communicated with dozens of clients over email/phone

ADDITIONAL EXPERIENCE

Interactive Arts & Media Department, Sep 2019 - present
Game Programming Tutor & IT Assistant

The Learning Studio, Sep 2018 - May 2019
Math/HTML/CSS Tutor Intern

EDUCATION

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

COMMUNITY INVOLVEMENT

Train Jam to GDC 2020, Incoming Student Ambassador
GDC 2020 Expo, Incoming Conference Associate
Bit Bash Chicago, Shift Captain / Events Volunteer
IGDA Chicago, Volunteer & Member

SOFTWARE

- Visual Studio / VS Code
- GitHub Version Control
- Microsoft Office
- Unity Engine
- JIRA Enterprise

SKILLS

- Game Engine Scripting (C#, C++)
- Project Documentation
- Events Coordinating
- Quality Assurance Testing