Chris Brough

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EXPERIENCE

- **Programming Intern, Square Enix Montreal - Montreal, Quebec**   *May 2013 - Present*
  - Engine, framework, tools, and gameplay engineering
- **Mobile Programmer, Emergent Media Center - Burlington, VT**   *May 2012 - August 2012*
  - Worked alongside artists, designers, and engineers to develop an iOS travel app
  - Accommodated for the UI/UX needs of the artists and designers, helped with asset integration process
  - Used agile development cycle, maintained git repository, tested and debugged app
- **Assistant, Woodland Construction - St. Albans, VT**   *January 2006 - August 2011*
  - Designed and remodeled homes as assistant to 1 general contractor

PROJECTS

- **Programmer, Heightmaps with Google Elevations**   *November 2012*
  - Used Google Elevations API to generate heightmaps with C++ and OpenGL
  - Built with data in mind; data-oriented design
  - Threaded loading, temporary caching/reloading, URL encoding, JSON parser
- **Lead Programmer, Sagittarii Run**   *September 2012 - April 2013*
  - Built space racing game using C# in Unity3D with 1 producer, 2 programmers, 4 designers, and 3 artists
  - Created waypoint/checkpoint system using pathfinding to track player progress on track
  - Implemented and iterated on car hovering and handling mechanics
  - Used agile development cycle
- **Programmer, Quadtree Level of Detail for Heightmaps**   *April 2012*
  - Implemented dynamic level of detail for heightmaps with C++ and OpenGL
  - Generate height maps with perlin noise image files
- **Game Programmer, Beatpad Defender**   *January 2012 - April 2012*
  - Built musical tower defense game using C# in Unity3D with 1 producer, 3 designers, and 1 artist
- **Game Programmer, Light**   *November 2011 - December 2011*
  - Developed a 2D vertical platformer using C# in XNA 4.0
  - Applied 2D techniques: collisions, animations, particles, parallaxing, shaders
  - Created tiled map level editor with serialization to XML

SKILLS

Languages		*Edit, Compile, Debug*	*Version Control*	Adobe Flash
C	Make	XNA 4.0	Bash	Autodesk AutoCAD
C++	GLSL	Mono/MonoGame	gcc/g++	*Operating Systems*
C#	HLSL	Allegro 5	clang/clang++	Windows
Objective-C	HTML	Win32 API	gdb	Unix
Java	CSS	*Edit, Compile, Debug*	*Version Control*	Linux
Lua	SQL	Visual Studio '08 - '12	Git	*Other*
Python	XML	Vim	Subversion	Agile, Scrum
JavaScript	JSON	Xcode 3 - 4	Perforce	Graphics
ActionScript 3.0	*Libraries*	Eclipse	*Software*	Networking
Bash script	OpenGL	MonoDevelop	Unity3D	Threading
	DirectX 9.0c	FlashDevelop	Adobe Photoshop	

EDUCATION

- **Bachelor of Science in Game Programming**, Champlain College - Burlington, VT   *September 2009 - May 2013*
  - Cumulative GPA: 3.8

ACHIEVEMENTS

- **Champlain College**
  - Excellence in Game Programming   *Spring 2012, Spring 2013*
  - Game Developers Conference Scholarship   *Spring 2012, Spring 2013*
  - President's List   *Spring 2010, Fall 2012*
  - Dean's List   *Fall 2010, Spring 2011, Fall 2011, Spring 2012, Spring 2013*