

# **Bailey Chapman**

**Game Developer & Designer**

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## **PROJECTS**

### ***Lab Rats, A Fallout 4 Mod***

**December 2022**

*Level Designer & Programmer*

- Utilized the Creation Kit to create unique areas and interactions for a quest add-on to Bethesda Studio's Fallout 4
- Focused on environmental storytelling through prop and actor placement to enhance the storytelling found within the terminals

### ***Paper Hearts***

**May 2022**

*Lead Programmer & Level Designer*

- Developed a mobile game that combines the brick breaker and action genres to create a unique arcade experience
- Created with a focus on control and gameplay simplicity without sacrificing design depth or skill expression

### ***Grandpa's Story***

**February 2021**

*Lead Gameplay Programmer*

- In one week, developed a 2D top-down narrative game using C# and Unity to learn how to scope efficiently and program video games
- Implemented an inventory system that influences the dialogue to hint at where the player should look next
- The winner of the "Connections" theme in the ICGN Winter Jam

## **EXPERIENCE**

### **iD Tech Camps**

**June 2022 - August 2022**

*Camp Instructor*

**Villanova, PA**

- Taught students Unreal 4 and Unity VR development strategies and led them through the process of creating a working game each week
- Worked with students one-on-one to teach debugging strategies and to help refine and scope their ideas
- Created lesson plans to engage students outside of the labs and learn game development concepts such as environmental storytelling and 3D modeling through outdoor activities

### **RIT Esports**

**June 2022 - Present**

*Operational Director*

**Rochester, NY**

- Directed all projects and tasks within the broadcasting, production, development, and recruitment branches of RIT Esports
- Refactored support structure within the organization to increase the efficiency of content creation

## **SKILLS**

**Programming Languages:** C#, C++, ECMAScript, HTML, CSS

**Game Engines:** Unity, Unreal Engine 4/5, Monogame, Godot

**Software:** Visual Studio, VSC, Git, GIMP, OBS, Blender, Maya, Creation Kit

## **EDUCATION**

**Rochester Institute of Technology (RIT), Rochester, NY**

**Expected May 2023**

*Bachelor of Science, Game Design and Development*

**GPA: 3.76**