



Christopher Humphrey

Game Programmer | Visual Designer

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Work Experience

**Quinnipiac University
Technology Support
Supervisor**
2020 – Today

- Provides technical phone support for students and faculty regarding hardware and software issues.
- Documents all inquiries regarding technical problems in a call database software.
- Able to provide on-site and in-person support to students and faculty.

**Tides of Mind Counseling
Office Maintenance**
2020 – 2022

- Performed heavy lifting of furniture and office items.
- Kept a detailed inventory of incoming products, furniture, and other items.
- Assisted in the organization and arrangement of multiple office spaces.

Symptom Selection
Quinnipiac Medical School
2020 – 2021

- Worked with the school's dermatology department to create a game that improves medical students' knowledge of dermatologic conditions and terminology.
- Composed, designed, and programmed multiple elements of the game and its systems.
- Used data analysis skills to incorporate player feedback into game improvements.

Figure it Out
Institute for Disease
Modeling
2020

- Collaborated with industry professionals to work on an application that teaches data-based deductive reasoning skills to public health workers in sub-Saharan African countries.
- Managed and utilized player feedback and data systems to enhance the development process.
- Created visual prototypes for early elements of the application.

**Becker College
Research Assistant**
2019

- Worked with the Office of Institutional Research and Assessment to organize digital systems and conducted data entry.
- Reviewed literature sent out by the Office of Institutional Research and Assessment.

Proficiencies and Technologies

C#	Unity
HTML	Unreal
Python	Github
Blueprints	Adobe Photoshop
Java	Logic Pro X

Education

Quinnipiac University
2019 – 2022

Bachelor of Arts
Game Design and Development

Quinnipiac University
2019 – 2022

Minor
Law in Society