**Chris Brough**

Burlington, VT

www.chrisbrough.com

chris@chrisbrough.com

802 - 557 - 0891

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

**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***