**Chris Brough**

Burlington, VT

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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**** 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
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**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***