Christopher Butcher*Game developer – programming, audio, & design*  
812.917.9383 - Bloomington, IN *(but willing to relocate)*

***Email:*** [christopher@christopherbutcher.com](mailto:christopher@christopherbutcher.com)  
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Education

**Bachelor of Science in Game Design, Programming Concentration** (*Summa cum laude, 2022)* Indiana University*, Bloomington, IN***Bachelor of Arts in Instrumental Music Education** *(Magna cum laude, 2015)* East Tennessee State University*, Johnson City, TN*Experience

* **GameU** (*Flemington, NJ*):Instructor*,* August 2023 – present
  + Taught one-on-one remote classes covering multiple game development topics, programming languages, and software including Unity, Construct 3, and Python.
  + Tailored classes to student ability and interest, often needing to pivot to accommodate student learning.
  + Lead live virtual sessions for public school classes covering Unity game development process.
* **Indiana University** (*Bloomington, IN*): Adjunct Professor, August 2023 – December 2023
  + Co-lecturer for Game Art & Sound course & lead professor of audio labs.
  + Advised students on asset creation & project direction, provided feedback and critique of deliverables, debugging support for projects, and assisted with implementation of audio into projects.
* **Coding Minds Academy** (*Irvine, CA*): Instructor, January 2023 – September 2023
  + Instructed and tailored classes to students, covering Unity game development and Python programming.

Skills & Proficiencies

**Programming Languages & Software –** C#, C, Python, Lua, C++, Racket, GDScript, HTML, Visual Studio, VSCode**Engines & Middleware –** Unity, FMOD Studio, Construct 3, Unreal, Godot, GameMaker, Pico-8**Management & Source Control –** Git, GitHub Desktop, SourceTree, Slack, Discord, HacknPlan, Trello, Jira, Notion**Audio & Other Software –** Reason, Adobe Audition, ProTools, FamiStudio, Microsoft Office, Adobe Creative Cloud

Recent Projects

* **Milkcap Island** (2024 - present) - *Programmer, technical sound designer, and generalist designer*
  + In-development; two-person team making a roguelike Pogs-based deck builder using Unity & FMOD.
  + Prototyped game systems, designed UI elements, and developed mechanics.
* [**Breach of Space**](https://calcitegames.itch.io/breach-of-space)(2020 – 2022) - *Programmer, technical sound designer, and generalist designer*
  + A 3D first-person stealth game released by Calcite Games LLC in Unity.
  + Programming responsibilities included enemy AI, save system, team tools, and camera controllers.
  + Collaborated on the design process throughout, designed cutscenes, assisted with other gameplay mechanics, implemented adaptive audio via FMOD, ran playtests and analyzed playtest data, assisted in optimization, and worked in-engine on additional implementation and debugging across all disciplines.
* [**Gridworld**](https://bitbucket.org/christopherbutcher/gridworld/src/master/)(2022) - *Solo developer; student project*
  + A solo 2D project created in Unity focusing on understanding artificial intelligence in games.
  + Programmed Dijkstra’s Algorithm, A\*, Utility AI, GOAP, and behavior trees into same C# project.