**Christopher Butcher**christopher@christopherbutcher.com

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**Objective:**

Creative & friendly Game Developer, Programmer, & Sound Designer looking to utilize eagerness to learn, love of music, passion for coding, & problem-solving skills to enter the games industry.

**Education:**

* **Indiana University - Bachelor of Science in Game Design, Programming Concentration** (Bloomington, Indiana - May 2022)
* **East Tennessee State University - Bachelor of Arts in Instrumental Music Education**(Johnson City, Tennessee - May 2015)

**Competencies & Functional Skills:**

Problem solving, troubleshooting, debugging, creativity, communication, attention to detail, teamwork & leadership, critical thinking, organization, Agile & Scrum methodologies.

**Technical Skills:**

**Languages:** C#, C, Python, Java, Racket

**Engines & Middleware:** Unity, FMOD, Construct, Godot, Unreal

**Audio Software:** Reason, Adobe Audition, ProTools, FamiStudio

**Team Management:** Slack, Discord, HacknPlan, Trello

**Source Control:** Git (Bash, Bitbucket, GitHub Desktop, SourceTree)

**Other Software:** Visual Studio, Adobe Creative Cloud, Piskel

**Projects:**

* ***Breach of Space* -** <https://calcitegames.itch.io/breach-of-space>
	+ Programmer, Sound Designer, & Composer.
	+ Game created in Unity (C#) with FMOD integration.
* ***Codetta* -** <https://chrbutch.pages.iu.edu/Codetta/>
	+ Composed & mixed music with Reason 11, edited sound effects in Adobe Audition, programmed events in Construct 3, and created all art assets using Piskel.
* ***Robin’s Quest!* -** <https://bitbucket.org/chrstphrbtchr/robins_quest/src/master/>
	+ In-production personal game project. *Link to the Past-*clone made in Unity (C#).
	+ Soundtrack composed using FamiStudio & Reason 11.
* ***Scare-Away Camp* -** <https://chrstphrbtchr.itch.io/scare-away-camp>
	+ Short Unity (C#) game, with emphasis on mechanics & level design.

**Professional Experience:**

* **Calcite Games (Bloomington, Indiana) : August 2020 - Present**
	+ Programmer, Technical Sound Designer, Composer, Generalist.
	+ Worked in-engine on implementation & debugging across various disciplines.
	+ Programmed enemy AI systems, assisted in design (both low- & high-level), created and implemented sounds & music.