

# Christopher Butcher

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

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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** (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** (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.