

Chris Brady

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SUMMARY

I'm a level designer from Ohio with a fascination for spaces, whether real, virtual, or spread across a map. I'm passionate about creative collaboration and the art it produces.

As a level designer I am largely self-taught through online/written resources and frequent practice.

EXPERIENCE

Greylock Studio | Level Designer | JUN 2024 - PRESENT

Worked on and helped ship *Echo Point Nova* as a level designer. Created original zones for inclusion in the open world and assisted in adjustments to other zones. Currently working on post-launch content.

UCSIM | Unity Generalist | SEP 2021 - JUL 2024

Worked on a team to develop non-entertainment simulations that function for industrial training, marketing, education, and research purposes. Performed generalist Unity development but works mostly in design and programming. Most projects for AR/VR platforms.

Worked on 14 different projects, having shipped 10 of them and been primary developer on 3 of them. Time split between full-time and part-time depending on academic schedule.

EDUCATION

University of Cincinnati | CECH | 2020 - 2024 |
B.S. in IT - Game Design and Simulation | 3.6 GPA

This program primarily teaches technical skills including, but not limited to, various coding languages, multiple game editors, and project management. The required coursework was supplemented with additional game design and creative ideation courses.

SKILLS

Level Design

A mixture of modding and professional work, all visible in my portfolio

Coding Languages

C#, Java, Javascript, C++, Python, SQL, UE Blueprint

Game Engines

Unity, UE5, UE4, Source, id Tech 2, Dark

HONORS

Dean's List

2020-2024

Cincinnatus Scholarship

2020-2024