

Chris Wade  
[cjacobwade@gmail.com](mailto:cjacobwade@gmail.com)  
<http://www.christopherwade.co>  
(440) 666 - 8240

SOFTWARE:

C++, C#, Unity3D, Photoshop, Maya, Visual Studio, Console development, C, CG, Mobile development, Perforce, Git, SVN, Unreal Engine 3, Zbrush

SKILLS:

Game design, Gameplay programming, Rapid prototyping, Game feel, Shader scripting, Technical art, Linear Algebra, Level design, 3D modeling & animation, Networking, Iterative design

EXPERIENCE:

**Willy Chyr Studio, Chicago, IL** May 2015 - September 2015

**Manifold Garden (formerly Relativity) (PS4, PC)**

*Gameplay Programmer*

- Redesigned gameplay systems in C# to improve usability, extensibility of existing codebase
- Adding and polishing game mechanics including infinitely traversing water, tree/seed growing and more
- Writing optimized CG shaders for dozens of visual effects
- Creating editor tools within Unity3D to help optimize workflow for designer
- 3D modeling, UVing and texturing assets for use as prototype and final assets

**Phosphor Games, Chicago, IL**

November 2014 - January 2015

**Warriors of the Red Planet (PC, iOS, Android)**

*Game Programmer*

- Fixed bugs in C++ and Objective-C matchmaking code, iOS API and UE3 audio system
- Designed and implemented emote-based chat system in Unrealscript for use in networked multiplayer

**NetherRealm Studios, Chicago, IL**

March 2014 - November 2014

**Mortal Kombat X (PS4 and Xbox One)**

*Associate Software Engineer*

- Implementing new game modes in feature in C-like in-house coding language
- Specifically, implementing character and environmental gameplay modifiers for Test Your Luck mode along with camera and movement features for Krypt mode
- Designed and implemented tools and interfaces for designers/scripters in C++

**Robomodo, Chicago, IL**

July 2013 - March 2014

**Snowfall (upcoming release) (iOS and Android)**

*Contract Gameplay Programmer/Level Designer*

- Helped design and implement a procedural level generation system in C#
- Polished platforming physics and collectables system
- Designed and implemented more than 60 levels

EDUCATION:

DePaul University, Chicago, Illinois

Bachelor of Science in Computer Games Development, expected June 2015

GPA: 3.82

HONORS/ACTIVITIES:

- Competed/participated in over 20 game jams since January of 2013
- Shown 3 games in gallery and event spaces around Chicago
- DePaul Fundamental Research in Academic Gaming (DeFrag) – Game Development Liason
- Organized and hosted 4 Game Jams at DePaul University with participants from all of Chicago