

Christopher Cornford

Junior Game Developer with a specialization in Engineering and Quality Assurance.

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EXPERIENCE

Harvard University, Cambridge MA — *Teacher's Assistant*

May 2019 - July 2019

Assisted in the teaching of a C++ Development course as part of Harvard University's seven-week Summer School. Responsibilities included: reviewing student's code and grading based on a rubric provided by the course instructor, working with the course instructor to develop plans to aid comprehension of course material, organize and lead student meetings to review class lectures and coursework, and provide assistance when needed.

Dunkin' Donuts, Fitchburg MA — *Shift Leader*

July 2017 - May 2019

Placed in charge of running the restaurant during shifts. Responsibilities included: devising plans to aid workers in performing tasks, maintaining a clean restaurant, delivering superior customer service in a timely manner, handle workplace disputes, mitigate problems that arose during stressful periods, and train all new restaurant employees.

EDUCATION

Fitchburg State University, Fitchburg Ma — *Bachelor of Science - Game Design*

September 2014 - December 2019

PROJECTS

Handgun Hoedown — *Lead Engineer, Systems Designer*

<https://wickedly.itch.io/handgun-hoedown> (7,448 Views, 2,625 Downloads)

JetHack — *Lead Engineer, Level Design*

<https://wickedly.itch.io/jethack> (6,341 Views, 2,784 Downloads)

Tile Heroes — *Lead Engineer, Asset Implementation*

Currently in development as part of degree Capstone course.

GENERAL WORK SKILLS

Performant under stress.

Easy to communicate with.

Punctual.

Well-Organized.

Not afraid to ask questions.

GAME DEVELOPMENT SKILLS

Proficient in Object-Oriented Programming.

Proficient in organizing game builds.

Can easily communicate between development disciplines.

Well-versed in Agile-Scrum planning methods.

PROGRAMMING LANGUAGES

C++, C#, Unreal Blueprint

SOFTWARE PROFICIENCIES

Microsoft Office

Unity

Unreal Engine

Github

Adobe Illustrator

Blender

Google Docs, Sheets, etc.

