# Brody Silva

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## Education

**Champlain College** | ***BS. in Game Programming*** — Burlington, VT
*Minors in Computer Science and Mathematics* — Expected Graduation: May 2027

## Relevant Courses

- Game Architecture
- Modern Graphics Programming
- Data Structures and Algorithms
- Game Physics
- Adv. Animation Programming
- Discrete Mathematics
- Game Studio I
- AI for Games
- Matrices, Vectors, and 3D Math

## Skills

**Languages:** C++, C#, Java, Python, HTML, CSS, OpenGL
**Tools and Software:** Unity, Unreal, Git, GitHub, SVN
**Certifications:** Certified ScrumMaster from the Scrum Alliance

## Experience

**Unity Engineer Teaching Assistant** | *Champlain College* — June 2025 – July 2025
- Taught general programming principles, as well as Unity-specific scripting integration.
- Guided students through project creation and management, and programming architecture and design.

**Hub Desk Staff** | *Champlain College* — September 2024 – Present
- Aiding students in proper safety and usage of gym equipment.
- Checking students into various on campus facilities.

**Youth Council Member** | *LUK Inc.* — Feb. 2020 – April 2022
- Attended weekly meetings to discuss, plan, and execute various youth-led projects, community organizing, and leadership development oriented around substance abuse prevention and mental health awareness.
- Led research outside of meetings to further the education and awareness of substance abuse and mental health conditions.

## Projects

**Bee Darts** | *Unity (3D)*
- Feature polished sandbox game focused around short and cute interactions on a small map.
- Map lives on a dynamic hex grid using an axial coordinate generator, with map editing made easy through designer friendly tools.
- Unique shaders and fun bits to create an engaging experience.

**Nebular Neko Blast** | *Unity (2D)*
- Retro bullet-hell game with unique movement created in 4 weeks on a multi-disciplinary team of 6, with full agile scrum practices in place through Jira, Confluence, and Bitbucket.
- Sole programmer, created a scriptable object system for designers to make diverse bullet patterns and bullet pattern groupings without any scripting.

**3D Maze Generation** | *C++, OpenGL*
- Taking mazes constructed as matrices and converting them into 3D, traversable mazes through OpenGL.
- Eliminating unnecessary, shared vertices through dynamic mesh creation for optimization.

## Interests

- President of the Champlain Volleyball Club and Vice President of the Champlain Rock Climbing Club.
- Avid runner, gym-goer, retro video-game collecting, Rubik's cubes, and dogs.