

BRODY SILVA

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EDUCATION

Champlain College | *B.S. in Game Programming*
Minors in Computer Science and Mathematics

Burlington, VT
Expected Graduation: May 2027

SKILLS

Languages: C#, C++, Java, Python, HTML, CSS, OpenGL

Tools and Software: Unity, Unreal, Git, GitHub, SVN

Certifications: Certified ScrumMaster from the Scrum Alliance

Awards: Ubisoft GameLabs 2026 - Best Quality of 3C's, Best Art Direction and Production (\$10,000)

EXPERIENCE

Software Engineer Intern | *Simmonds Precision Products* May 2026 - August 2026

- Engineered a minimal hardware emulation layer, optimizing an internal testing suite to run on consumer hardware (\$77) instead of proprietary machines (\$150k), dramatically increasing testing throughput.
- Developed internal tools to streamline build pipelines and deployment for testing software.
- Collaborated in an agile production pipeline using Git to manage branches, resolve conflicts, and ensure stable builds.

Unity Engineer Teaching Assistant (Summer) | *Champlain College* June 2025 – July 2025

- Taught Unity gameplay scripting, design concepts, and gameplay implementation.
- Guided students through project design, creation, management, architecture, and iterative development.

Game Programming Tutor | *Champlain College* September 2024 – Present

- Tutored peers in gameplay programming, AI systems, game architecture, tool creation, and system implementation.
- Helped peers design, debug, and iterate on gameplay systems and programming assignments.

PROJECTS

GATTAI | *Unity (3D)*

- A cooperative on-rails shooter made in 10 weeks on an agile scrum team of 8.
- Won 2 awards and 6 other nominations out of 10 total awards amongst 24 teams at the Ubisoft GameLabs Competition 2026.
- Created designer-facing tools, gameplay systems, and enemy configuration workflows while collaborating with designers throughout development.

Bee Darts | *Unity (3D)*

- Feature polished sandbox game centered around short and sweet player interactions.
- Designed and implemented a procedural hex-grid framework that supports flexible gameplay spaces.
- Designer-friendly tools created to make editing a hex map easy, create new dartboards effortlessly, and test interactions quickly.

3D Maze Generation | *C++, OpenGL*

- Designed and implemented a procedural geometry pipeline that transformed 2D layouts into fully navigable 3D levels in OpenGL.
- Created a dynamic mesh generation system with vertex sharing and geometry deduplication to improve memory usage and rendering performance.

INTERESTS

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