Bailey Chapman

Software Developer & Technical Specialist
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SUMMARY

Versatile technical professional with expertise in Unity, Unreal Engine, and a range of programming languages. Demonstrated success in project management, problem-solving, and mentoring within gaming and technology environments. Seeking opportunities to leverage skills in a dynamic role driving innovation and delivering impactful solutions.

SKILLS

Programming Languages: C#, C++, Lua, ECMAScript, HTML, CSS
Game Engines: Unity, Unreal Engine 4/5, Monogame, Godot
Software: Visual Studio, VSC, Git, GIMP, OBS, MS Office Suite, Blender, Maya, Creation Kit

EDUCATION

Rochester Institute of Technology (RIT), Rochester, NY   **Expected May 2023**
Bachelor of Science, Game Design and Development   **GPA: 3.79**

EXPERIENCE

Epic Systems   **June 2023 – Present**
Technical Business Analyst   **Verona, WI**
- Excelled in providing technical solutions and ensuring customer success for healthcare organizations by troubleshooting complex issues and delivering tailored solutions
- Demonstrated project management skills through effective communication, implementation of best practices, and advocacy for innovative features
- Supported hospitals in implementing requisite technology to comply with CMS regulations on Electronic Visit Verification (EVV), ensuring seamless integration and adherence to regulatory standards.

RIT Esports   **June 2022 – Sept 2023**
Operational Director and Game Caster   **Rochester, NY**
- Directed all projects and tasks within the broadcasting, production, development, and recruitment branches of my college's competitive video game club, RIT Esports,
- Refactored support structure within the organization to increase the efficiency of content creation

iD Tech Camps   **June 2022 – August 2022**
Camp Instructor   **Villanova, PA**
- Taught students Unreal 4 and Unity VR development strategies and led them through the process of creating a working game each week
- Worked with students one-on-one to teach debugging strategies and to help refine and scope their ideas
- Created lesson plans to engage students outside of the labs and learn game development concepts such as environmental storytelling and 3D modeling through outdoor activities

PROJECTS

Lab Rats, A Fallout 4 Mod   **September 2022 – December 2022**
Level Designer & Programmer
- Utilized the Creation Kit to create unique areas and interactions for a quest add-on to Bethesda Studio's Fallout 4
- Focused on environmental storytelling through prop and actor placement to enhance the storytelling found within terminal entries throughout the level

Paper Hearts   **January 2022 – May 2022**
Lead Programmer & Level Designer
- Developed a mobile game that combines the brick breaker and action genres to create a unique arcade experience
- Created with a focus on control and gameplay simplicity without sacrificing design depth or skill expression

Grandpa's Story   **February 2021**
Lead Gameplay Programmer
- In one week, developed a 2D top-down narrative game using C# and Unity to learn how to scope efficiently and program video games
- Implemented an inventory system that influences the dialogue to hint at where the player should look next
- The winner of the "Connections" theme in the ICGN Winter Jam