



Christopher Gullberg Brady

Game / Graphics Programmer

Graphics programming combines my love for games with my interest in creating beautiful scenes!

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EDUCATION

Game Programming The Game Assembly

2017 – Present

Malmö

Game Programming Ljud och Bildskolan

2014 – 2017

Helsingborg

PROJECTS

Deferred Renderer in Vulkan (2019)

- For my specialization course I wrote a Deferred Renderer in Vulkan. 5 weeks half-time.

Potential (2019)

- A 3D First Person Shooter where you shoot your way through drones and turrets! Written from scratch in own engine made during these 10 weeks in C++ and DirectX11.

Spite (2018 – 2019)

- A 'Diablo-esque' 3D game where you play as a tibetan monk, and fight hordes of imps! Written from scratch in own engine made during these 10 weeks in C++ and DirectX11.

Hilo (2018)

- A 3D flying game where you shoot rocks and fly through checkpoints. Written from scratch in own engine made during these 10 weeks in C++ and DirectX11.

WoofBot (2018)

- A Discord bot written in Coffeescript

Sword Lord (2018)

- A 2D Top Down adventure game made in 8 weeks half-time

Scout Mountain (2018)

- A 2D Platformer made in 8 weeks half-time

A Fistful of Bounties (2018)

- A 2D Shoot Em Up made in 8 weeks half-time

Below (2017)

- A 2D Point and Click game made in 8 weeks half-time

SKILLS

Proficient in C++

Proficient at DirectX11

Proficient at HLSL

Proficient at Debugging

Comfortable with C#

Comfortable with Lua

Comfortable with GLSL

Comfortable with Vulkan

LANGUAGES

Swedish



English



INTERESTS

Rendering

Engine