

# Grady Hubbard

Independent Mobile  
Game Developer

## CONTACT

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## EDUCATION

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### 2024

Bachelor of Fine Arts in  
Computer Game Design  
George Mason University  
Fairfax, VA.

## SKILLS

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### Platforms

- Unity
- GitHub
- Microsoft Suite
- Adobe Suite
- Garageband

### Languages

- C#
- C++
- HTML & CSS
- Java

### Other

- Graphic Design
- Project Management
- Version Control

## PROFILE

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George Mason University Computer Game Design graduate.  
Striving to build creative and intriguing mobile games for all.

## Experience

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### Security Guard | Live Nation

#### 2021-2021

Security Guard that manned metal detectors, checked ID's and monitored large crowds at a concert venue. Assisted guests with directions and information in correspondence with other guards.

### Camp Counselor | MacColl YMCA

#### 2019-2019

Camp Counselor that worked with kids ages 8 to 13. Lead and helped with team building, problem solving and skill building between counselors and campers. Provided supervision, safety, and direction of activities for 20 kids daily.

## Projects

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### Zombie Carnage | District

Mode Games

2023-2024

- Sound Designer & Programmer for Senior Capstone Project, Zombie Carnage, a 3rd person vehicular combat action game.
- Recorded, mixed and implemented Music and SFX.
- Programmed and implemented Weapons, Zombies, Scene transitions and more.

### Time Bound

2024

- Worked in a large team for a side scrolling run'n gun shooter game.
- Recorded, mixed and implemented SFX.