

# BRODY A. SILVA

Woodsville, NH | (978) 870-2036 | [brody.silva@mymail.champlain.edu](mailto:brody.silva@mymail.champlain.edu) | [linkedin.com/in/brody-silva](https://www.linkedin.com/in/brody-silva)  
Availability: January - August 2025

## EDUCATION

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**Champlain College** | *Burlington, VT*

**Expected Graduation: May 2027**

Enrolled in: *Bachelor of Science in Game Programming, Minors in Computer Science and Mathematics*

- Awards and Recognition: President's List (4.0 GPA) Spring 2024, President's List (4.0 GPA) Fall 2024
- Relevant Courses:

*Intro and Advanced Programming (C++) | Data Structures and Algorithms | Calculus I & II | Discrete Mathematics | Matrices, Vectors, and 3D Math | Intro to Modern Graphics Programming | Database Management Systems | Game Architecture | Game Studio I*

## TECHNICAL SKILLS

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- **Languages:** C++, C#, Python, Java, OpenGL
- **Tools and Software:** Git, GitHub, SVN, Visual Studio Code, Matlab, CLion, Unity, Unreal

## WORK EXPERIENCE (available upon request)

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

- Taking mazes laid out as matrices, and converting them into 3D, traversable mazes through OpenGL rendering.
- Rendering optimizations include eliminating unnecessary, shared vertices in a drawn maze through mesh creation.

**Rudimentary Banking System** | *C++*

- Created a database in which a bank teller would operate. Storing log-in information of tellers, and tracking and storing existing accounts.
- Terminal system to operate functions and send queries such as searches of information stored in accounts, deposits, withdrawals, and creating and deleting bank accounts.

**Sublime** | *Unity, C#*

- 15-level polished puzzle platformer with a unique movement system allowing the player to act as a slime that can stick to all surfaces regardless of orientation.

**15 Puzzle** | *Python, PyGame*

- Recreating a 15 puzzle in Python with three sizes, handling win states. Tracking each piece and what moves can be made at a certain time.
- Rendering the 15 puzzle on the screen with mouse input using the PyGame library.

## EXPERIENCE

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**Sales Associate, Newbury Village Store** | *Newbury, VT*

**Summers of 2019, 2020, 2021, and 2022**

- Attended to customers, received shipments, restocked stores, and completed basic cleaning tasks.
- Occasionally responsible for landscaping tasks such as garden and lawn care.
- Implemented new Clover inventory system and trained other employees on the software.

**Youth Council Member, LUK, Inc.** | *Fitchburg, MA*

**Feb. 2020 - Apr. 2022**

- Attended weekly meetings discussing, planning, and executing various youth-led projects, community organizing, and leadership development oriented around substance abuse prevention and mental health awareness.
- Utilized graphic design software to create flyers and graphics advertising events and other gatherings
- Led and took part in research outside of meetings to further the education and awareness of substance abuse.

**Sales Associate, Pepperell Quality Market** | *Pepperell, MA*

**Aug. 2023 - Dec. 2023**

- Attended to customers in-store, aiding as needed.
- Responsible for closing the store multiple nights a week, shutting down registers, and locking up.

**Hub Desk Staff, Champlain College** | *Burlington, VT*

**Sep. 2024 - Present**

- Checking students into various fitness facilities on campus.
- Answering questions relating to any on-campus locations and events.
- Miscellaneous tasks include laundry retrieval, van reservation, event registration, cleaning of facilities, and more.

## EXTRACURRICULARS

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- President of Champlain College Volleyball Club: Responsible for running the volleyball club, hosting and tracking our intramural volleyball seasons, attending student-government meetings, submitting semester budgets, and running practices for our travel team.
- Interests: Weight-lifting, running, rock climbing, retro video game collecting, chess, Rubik's cubes, jazz, and dogs.