

Christian Babcock

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Profile

Unity focused Software Engineer with 5+ years of C# experience across defense training, simulation software, gameplay systems, verification, and validation. Active Secret Clearance with experience in Unity tools, UI, CI/CD, and legacy C# modernization.

EDUCATION

08/2017 – 07/2023
Orlando, FL **Game Design | Bachelor of Arts**
University of Central Florida

EXPERIENCE

01/2025 – present
Charleston, SC **Software Engineer**
Prosoft

- Develop Unity/C# software for distributed military training simulations.
- Support training environments with ~150 simulated devices.
- Modernize legacy C# Windows Forms tools for simulation workflows.
- Integrate Unity clients, simulation systems, and control tools.
- Maintain SQL Server data systems and NuGet package dependencies.
- Troubleshoot GitLab CI/CD builds and integration issues.

07/2023 – 12/2024
Norfolk, VA **Unity Developer**
CACI International Inc.

- Delivered Unity training simulations from requirements to release.
- Engineered a Unity node editor used by ~15 developers across projects.
- Owned event-driven logic, scoring systems, and application state.
- Coordinated cross-scene data flow for reusable training scenarios.
- Partnered with artists, designers, and SMEs to verify usability.
- Authored documentation and mentored ~5 junior developers.

04/2022 – 07/2023
Lakeland, FL **Software Engineer**
International Game Technology

- Developed C# backend systems for a lottery game verification engine.
- Produced C# and XML validation logic for 100+ scratch-off games.
- Reviewed test reports for game behavior and prize distribution.
- Verified statistical integrity before production release.
- Resolved discrepancies with developers and third-party auditors.

06/2021 – 08/2021
Atlanta, GA **Game Developer Intern**
Blue Diamond Studios LLC

- Implemented Unreal gameplay mechanics in Blueprints and C++.
- Added movement, interaction, and equipment systems.
- Used Perforce with a small team on shared gameplay systems.

CERTIFICATIONS

2025 **Unity Certified Professional Programmer**
Advanced Unity programming, application state logic, performance optimization, debugging, and team-based integration workflows.

PUBLICATIONS / PROJECTS

08/2022 – 07/2023 **Lead Developer**
Paige Turner

- Directed the full 3-person programming team on a 10-month Unity capstone.
- Collaborated with a ~20-person team of designers, artists, and producers.

01/2026 – present

- Developed movement, camera, input, flight, traversal, UI, and save systems.
- Integrated interactive objects, scene loading, and animation transitions.
- Produced designer tools and maintained version control workflows.
- Configured Unity Build Automation / Cloud Build with Discord alerts.
- Improved performance with profiling, occlusion culling, and refactoring.
- Guided bug fixing, gameplay integration, and Steam release support.

Sole Developer | Personal Project

Virtual Tabletop

- Developing a multiplayer virtual tabletop for online RPG sessions.
- Added hosting, joining, networked identity, and replicated combat state.
- Implemented server-validated gameplay actions.
- Designed grid movement, pathfinding, initiative, and turn order systems.
- Modeled rules-backed character sheets and combat workflows.
- Added HP, temp HP, conditions, death saves, and action economy tracking.
- Created DM tools for spectating, encounter control, and character editing.

 TECHNICAL SKILLS

– PROGRAMMING & MARKUP LANGUAGES

C#	C++	Lua	Rust
SQL	XML		
– UNITY			
Systems Architecture	UI Toolkit	Netcode	Editor Tooling
– TESTING AND INTEGRATION			
Unity Test Framework	NUnit	MSTest	Software Verification
– TOOLS AND PLATFORMS			
Git	NuGet	SQL Server	Windows Forms
– DEFENSE AND TRAINING			
Active Secret Clearance	Defense Environments	Military Training Systems	Distributed Simulation
– DOMAINS			
Game Development	Defense Simulation	Software Verification	