

Dean Brannen

Game Developer

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[LinkedIn](#)

[GitHub](#)

EDUCATION

2022-2024

Bachelor of Science (B.S.) degree
in Video Game Development, Full
Sail University

2022—2024

Associate of Science in Computer
Science, Full Sail University

SKILLS

Languages

- C
- C++
- C#
- SQL
- HLSL

Software

- Unity 3D
- Unreal Engine 4,5
- Visual Studio
- RenderDoc
- GitHub
- Perforce
- Atlassian

Other Skills

- 3d Math Skills
- SCRUM
- Debugging
- Teamwork
- Communication
- Problem Solving
- Adaptability

PROFILE

I began using Unity to make simple games at age 11 and before that it was Scratch, nowadays I am able to create full 3d Renderers using Vulkan or DX11. I have experience working with a team of developers using Unity, Unreal, Visual Studio, and source control programs such as GitHub and Perforce. I love video games with a passion, I frequently observe video game media and constantly try to learn more about the industry from where it's been to where it's going. This extends to my free time when I am not working on projects, I'm making my own, often just for fun, to test a new concept, or at the behest of a friend who had a funny idea. I wish to work with a team whose passion for video games matches my own.

EXPERIENCE

Unity Developer | Contingency Plan | Feb 2024 - Present

Currently developing a multiplayer virtual reality game using Unity 3D working with a team. We are using GitHub as our source control and are managing tasks using Jira to ensure a smooth workflow.

- Created network game objects which manage their information and state across multiple hosts and clients.
- Developed Enemy AI behaviors, Flight, Obstacle avoidance, Attacking.
- Vital Game systems such as inventory, health, and shield.

Unreal Developer | Fog Walker | Dec 2023 - Jan 2024

Developed a gameplay demo for a conceptual game in Unreal engine 5. The Game was a survival game centered around managing systems around the play space. I coded the walker systems, user controls, damage, repairing and refueling.

- Made gameplay elements using blueprint and C++.
- Developed vehicle health and repairing systems in blueprint.
- Created a walking vehicle using C++.
- Gained experience with both unreal 4 and unreal 5's tools.

Graphics Programmer | Centipede Clone | Sep 2023 - Nov 2023

While in University I made a rasterization renderer with the help of a middleware header file that contains functions for creating raster windows, input, audio, and I set it up using C-Make. The renderer was then used to create a small Centipede Clone.

- Knowledge on how to program using graphics libraries such as Vulkan or DirectX 11
- Created software that sends data to graphics card to be rendered.
- Developed with 3dMath.
- Source control in a team environment via GitHub.