Aimee Branine

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Academic Experience:

University of Colorado Colorado Springs (UCCS) Colorado Springs, CO

Bachelor of Innovation Game Design and Development

ENTP 1000 Introduction to Entrepreneurship

INOV 1010 The Innovation Process

BLAW 2010 Business and Intellectual Property Law

INOV 2010 Innovation Team Analyze and Report

> Belonging – Lynnclaire Dennis and Bodil Larsen-Ledet

> The purpose of the project was to create and design a video game that aimed at grade school students in order to help them connect with others in the post-Covid environment.

> The team created a basic prototype of the game and wrote a detailed concept document, detailing every aspect of the game's design.

INOV 2100 Technical Writing, Proposals, and Presentations

INOV 3010 Innovation Team Research and Execute

UCCS T. Rowe Price Career Center – Brie Escobedo

> The purpose of the project was to design and plan a career fair that catered specifically to students within the Bachelor of Innovation.

> The team worked with the university's Event Services to reserve catering and rooms for the event as well as contact potential employers about attending the event. This work was handed off to another team in the Spring 2023 semester.

INOV 4010 Innovation Design and Lead

Gun Dog & Hunter Safety LLC – Greg Art and John Swindle

> The purpose of the project was to research marketing avenues that would best suit the clients' start-up business aimed at providing improved hunter safety courses for those who hunt with gun dogs.

ENTP 4500 Entrepreneurship and Strategy

GDD 1100 Introduction to Game Development

GDD 1200 Introductory Programming for Game Developers

GDD 2100 Game Design for Diverse Populations

GDD 2200 Object-Oriented Analysis, Design, and Implementation

GDD 2150 Fundamental Game Design Concepts

Design and prototype games.

CS 3350 Team-Based Game Production

Worked on the character, background, and user interface art for a commercial game titled Penguin Noir.

GDD 3000 3D Animation

GDD 3000 Story and Narrative

GDD 3200 Team-Based Game Development

Commercially released the Penguin Noir game.

CS 2250 Advanced Data Structures in C++

GDD 3000 Concept Art

GDD 3400 Artificial Intelligence for Games

GDD 3000 Game Audio

GDD 3100 User Interface Design

GDD 4900 Commercial Game Development Practicum

GDD 3830 3D Modeling

GDD 2820 Concept Art

FILM 3900 Superheroes, Comic Books, and Cinema

FILM 3900 Visual Effects History

FILM 3520 Horror Film

FILM 3540 The Western

FILM 3530 Gangster Film

VA 1040 Beginning Drawing

ENGL 2050 Intro Creative Writing

MUS 1000 Introduction to Music

COMM 2250 Introduction to Film and Video

COMM 3440 Organizational Leadership

Additional Skills and Competency:

Unity	Ren'Py	Maya
Clip Studio Paint	Blender	Secretary of the Game Design Club