BRANDON JARVINEN

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PERSONAL FOCUS

As an engineer with a focus on gameplay, I enjoy acting as a bridge between engineering and design. I enjoy creating tools for easy tweaking of gameplay mechanics, to produce highly refined and exciting games. My love for games and eSports has led me to strive to create powerful social experiences that scale from casual to competitive.

TECHNICAL SKILLS

Languages and tools: C#, Unity, Java, Rider, IntelliJ, Perforce, Git, C++, Python, Visual Studio

Academic Subjects: Game Design Process, Scrum/Agile, Game AI, Comparative Programming Languages, Data Structures, Debugging, Database Design, Web Apps, Arduino

GAME HIGHLIGHTS

Software Engineer II - Star Wars Galaxy of Heroes - (11/2016 - Current)
Electronic Arts - Capital Games - Star Wars CRPG

- Combat system owner, working with designers to create new battle features for a live service.
- Unity engineer with a focus on gameplay and experience design.
- Development includes combat summons, Territory Battles/Wars, Grand Arena, Journey Guide, and combat optimization.

Engine Programmer - Birds at Arms - (12/2015-06/2016)
Casual 2D MOBA built with a custom C++ engine using SDL, including networking and animations.

- Engine built from the ground up, dynamically loads resources and uses object pooling.
- Packaged network packets for syncing game state among up to 8 players, Greenlit on Steam.
- Runner-up for the 2016 Sammy Awards Technical Achievement Award at UC Santa Cruz.
- Take a look at the Github Repository

Gameplay/Lead Programmer - PROJECT HYPETRAIN, with Ursa Major Games, an indie dev project (04/2014 - 09/2015)

- In C# and Unity, implemented BFS companion AI, gun kickback which gives the player aerial mobility, in-game menus, shop system, as well as train car and item spawning.
- Create programming team sprint tasks as well as manage bug reports for the project.
- Check out our site or Github Repository

Network/Gameplay Programmer - KrabKlashers - (Winter 2015)
3D Online Multiplayer Arena Combat game made utilizing the SCRUM methodology. Made with Unity3D using Photon Unity Networking.

- Implemented player movement, combat system with melee, dash attacks, and parrying.
- Used Photon for chat, and game room systems as well as syncing data for scoreboard.
- Take a look at the Github Repository

PROGRAMMING EXPERIENCE

Instructor - *Stanford University* ID Programming Academy
Programming Instructor for C++ and Unity/C#. (06/2015 - 08/2015)

- Taught groups of 8 to 16 students in C++ and Unity/C# on 2D game development and practices.
- Developed lesson plans for a wide range of skill sets and debugged multiple projects written in different languages.

VEX Robotics 3rd Place Winner in World Championship - (09/2008 - 04/2011)

- Attended the VEX World Championships three times, placing 3rd in 2011 as well as 5th in 2010.
- Awarded three *Programming Division Champion* awards for my autonomous routines in C.

EDUCATION

Bachelor of Science, Computer Science: Computer Game Design June 2016
University of California, Santa Cruz