

BRANDON JARVINEN

Santa Cruz, CA

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PERSONAL FOCUS

I take pleasure in creating tools for easy tweaking of gameplay mechanics, to produce highly refined and exciting games. I am an avid eSport enthusiast who enjoys competing in game tournaments for games such as Smash Bros Melee, Dota 2, and Counter-Strike: Global Offensive. I am currently proud to be working on HypeTrain with Ursa Major Games.

TECHNICAL SKILLS

Languages and tools: C#, C++, Unity, HTML5, Monodevelop, Javascript, C, Python, Java

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

EXPERIENCE

Lead Programmer and Founder - HypeTrain, Ursa Major Games startup company project
A western style take on the endless runner genre. (4/2014 - Current)

- In C# and Unity, implemented mechanics such as gun kickback which gives the player amazing aerial mobility, in-game menus, shop system, enemy AI, 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 at <http://ursamajorgames.com/> or Github Repository at <https://github.com/BJarv/UrsaMajor/>

Instructor - Stanford University ID Programming Academy

Summer Programming Instructor for C++ and Unity/C#. (6/2015 - Current)

- Taught groups of 8 to 16 students in C++ and Unity/C# on how to make games and would debug all their individual projects simultaneously.

VEX Robotics 3rd Place Winner in World Championship - (9/2008 - 4/2011)

- Attended the VEX World Championships three times, placing 3rd in 2011 as well as 5th in 2010.
- Programming in C, received three *Programming Division Champion* awards from regional competitions.

SCHOOL-RELATED EXPERIENCE

Lead Programmer - KrabKlashers, Software Engineering class project

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 at <https://github.com/BJarv/CS115/>

Lead Programmmer - IncognitOwl, Game Design Experience class project

In a world of Patriot Owls vs Soviet Bats, only the IncognitOwl can infiltrate the bat base and retrieve the intelligence needed to win the war. (1/2014 - 3/2014)

- Using HTML5 canvas and Javascript, implemented collision detection, character movement, and level creation.
- The game is playable in a browser and saves progress as you completed levels using cookies.
- Play the game at <http://brandonjarvinen.com/IncognitOwl/IncognitOwl.html> or check out our Git repo <https://github.com/moschwar/CMPS20/tree/master/IncognitOwl/>

EDUCATION

Undergrad working on Bachelor of Science, Computer Science - Game Design
University of California, Santa Cruz, Expected Graduation Date: June 2016