BRANDON JARVINEN

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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#, HTML5, Unity, 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. You are a bandit trying to collect as much loot as you can from a train with new surprises in every car. (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.
- Go to ursamajorgames.com and look forward to our next public release packed full of new features!
- Our git: github.com/BJarv/UrsaMajor/

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 control and movement, the combat system with basic attacks, dash attacks, and parrying.
- Used Photon for chat, and game room systems as well as syncing data for scoreboard.
- Take a look at the git: 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)

- The game required precise timing and allowed for multiple ways of solving stealth puzzles based on player preference.
- Using HTML5 canvas and Javascript, implemented collision detection and character movement.
- The game is playable in a browser and saves progress as you completed levels using cookies.
- Play the game at brandonjarvinen.com/IncognitOwl/IncognitOwl or check out our git: github.com/moschwar/CMPS20/tree/master/IncognitOwl/

Web Developer - (9/2014 - 12/2014)
Created a social network with the ability to vote on individuals posts. Programmed using Python, web2py, and SQL

EDUCATION

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