Brandon Fox | brandofo@umich.edu

EDUCATION

University of Michigan | Ann Arbor, MI   **Graduation: May 2024**
GPA: 3.7/4.0
Double Major: *Computer Science, Sociology*
Website: Bbox123.github.io

Skills

Relevant Coursework: EECS 280 (Programming and Intro Data Structures), EECS 281 (Data Structures and Algorithms), EECS 203 (Discrete Mathematics)
Languages: C++, C#, Python
Tools: Visual Studio, Unity, Jira, Confluence, Bitbucket, Git, Plastic SCM, HTML, CSS

Projects

WolverineSoft Winter 2023 Studio: Project Drift
(C#, Unity, 30-person team)
- Top-down action-adventure game developed over 10 weeks
- Owned and maintained interactables system
- Lead development of scalable and versatile trap system and switch system
- Lead implementation of treasure chests, destructible objects, and item pickups

WolverineSoft Fall 2022 Studio: Subtension
(C#, Unity, 40-person team)   **https://wolverinesoft-studio.itch.io/subtension**
- FTL case-study game developed over 10 weeks
- Owned and maintained implementation of enemy AI
- Developed a scalable system for adding new player hazards
- Worked with existing systems to develop new defensive systems, and UI

High Tide
(C#, Unity, 5-person team)   **https://zstarlight.itch.io/high-tide**
- 2-D beach themed tower defense game submission for WSoft Beach Jam 2022 (weeklong)
- Facilitated in game design and task distribution
- Lead implementation of towers, unique resource collection system
- Won second place, best game mechanics, best music, sound effects, and audio, and tied for best use of theme ("Makin' Waves")

Discord-server web scraper
(Python, HTML)   **https://bbox123.github.io/discord-server-web-scraper/**
- Developed a program that fetches and parses HTML data on Discord (a Volp and instant messaging platform) servers based on searched tags, which can then be sorted by desired population size

Academic Projects

Discussion Post Identifier
(C++, machine learning, maps)
- Developed a machine learning ADT that can identify the subject of a student's discussion board post
- Trained program utilizing the bag of words model and maps to store the frequency of certain words and their associated tags