Brandon Davis

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Gameplay Engineer

Technical Skills

- C/C++
- C#
- Lua
- Unreal Engine 4/5
- Unity
- 3D Math
- Gameplay Programming
- Object-Oriented Programming
- Multiple-Threaded Development
- Game Engine Development

Work Experience

Associate Software Engineer III – MedFuse   11/2020 – 07/2023

- Built a global search for the MedFuse One platform using Blazor Server and Fluxor for state management.
- Upgraded entire project to a new framework and updated code to be asynchronous to improve performance.
- Wrote complex SQL queries to satisfy customer needs.

Project Experience

Realm Blade UE5 2023 Project

Roles: Gameplay Programmer, UI Programmer

Realm Blade is a 3D roguelike game where you travel through different realms defeating enemies and bosses until you conquer all the realms.

- Collaborated with 4 programmers to create the game in 4 months.
- Implemented all the UI for the game.
- Created Traps that damage the player and enemies.
- Created Blood Effects for the player and enemies.

A Hard Pill To Swallow Unity 2022 Project

Roles: Gameplay Programmer

A Hard Pill To Swallow is a first-person wave based shooter where you try to survive as long as you can.

- Collaborated with 4 programmers to create the game in a month.
- Implemented interactions with doors.
- Implemented weapon and power pickups.

Education

Bachelor of Science in Game Development   06/2021 – 11/2023

Full Sail University, Winter Park, FL | 3.2 GPA

- Accolades: Salutatorian, Course Director Award for Programming II

Relevant Coursework: Systems Programming | Data Structures and Algorithms | Software Engineering | Operating Systems | Linear Algebra | Computer Organization and Architecture