BRANDON DAVIS

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Brandon Davis Portfolio (bdavis90.github.io/Portfolio/)

PROJECT EXPERIENCE

BREAKOUT – UNITY

Gameplay Programmer | Demo   010/2024

- Implemented a paddle script that the player can move around to hit the ball.
- Implemented the ball script that reflects off of surfaces and created custom logic to reflect the ball based on where it hit the paddle.
- Implemented bricks that take multiple hits depending on the color of the brick

GALAXY SHOOTER – UNITY

Gameplay Programmer | Demo   010/2024

- Implemented player movement and firing lasers.
- Developed multiple powerups for the player (laser, speed, shield).
- Implemented spawn manager that infinitely spawn enemies at random locations.

APOCALYPSE ACRES – UNITY

Gameplay Programmer | Demo   06/2024

- Collaborated with 5 other members in different fields in my first game jam.
- Implemented camera zoom and panning.
- Developed turrets that attack enemies.
- Implemented win and lose conditions.
- Implemented the enemy's ability to destroy the house and crops.

REALM BLADE – UNREAL ENGINE 5

Gameplay Programmer | Demo   08/2023 - 11/2023

- Collaborated with 4 programmers to create a 3D, third person view, rogue-lite game.
- Covered the entire visual UI overlay for the game.
- Created floor traps that inflict damage on both the player and enemies.
- Created visual blood effects for the player and enemies to provide feedback for taking damages.

A HARD PILL TO SWALLOW - UNITY

Gameplay Programmer| Demo   09/2022 - 10/2022

- Collaborated with 4 programmers to create a 3D wave-based FPS.
- Implemented user interactions with environment such as doors.
- Generate weapons and power pickups for player progression.

EDUCATION

BACHELOR OF SCIENCE IN GAME DEVELOPMENT

Full Sail University   06/2021-11/2023

- Accolades: Salutatorian, Course Director Award for Programming II
- GPA 3.2
- Relevant Coursework: Systems Programming | Data Structures and Algorithms | Software Engineering | Operating Systems | Linear Algebra | Computer Organization and Architecture

TECHNICAL SKILLS

GAME DEVELOPMENT

- C++/Blueprints in Unreal Engine
- C# Scripting in Unity
- Lua/Python scripting
- 3D Math Programming
- Object-Oriented-Programming

WEB DEVELOPMENT

- C#, JavaScript, HTML/CSS
- .NET, Asp.Net Core, MVC, Razor Page, Blazor Server
- React
- Web API
- Entity Framework Core,
- SQL/TSQL, SSMS, Visual Studio, Azure