

Branden Turner

Software Developer

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Objective: A position as a software or game developer writing performant, reliable code in tools or customer-facing software.

Highlights

- Helped design and implement a set of tools and asset pipeline that were used in shipping Star Wars: Millennium Falcon - Smuggler's Run
- Extensive experience with Unreal Engine 4 as part of development on Walt Disney Imagineering's internal tools and guest-facing attractions
- Implemented creative tools for game designers and artists by communicating and iterating on teams together
- Helped design and implement an internal toolset that allows for distribution, authorization, and quality assurance on engine releases

Career History

Imagineer (Software Developer), Walt Disney Imagineering

2/15 – Present

Working within the Technology Studio to bring new experiences into Disney Parks and Resorts, while creating tools and workflows to better implement these experiences. Projects include Star Wars: Smuggler's Run, collaborating with ILMxLAB, Web Slingers, and unannounced projects that mix hardware and software while maintaining performance. Primary languages include C++ and Python, with smatterings of HTML/CSS/JS and Groovy.

Software Engineer, Good Mood Creators

9/12 – 2/15

GMC was a small startup game studio where I programmed systems including game logic, tools, graphics, animation, and AI. Primary languages included C# and CG Shaders, with some Python and Pymel for tools. Communication was a central part of this job, since it was a small team that needed a lot of custom tools that worked with various software, from game engines to 3D content creation packages.

Projects

Integration Software Developer

6/19 – Present

Web Slingers: A Spider-Man Adventure

- Provided actionable feedback on TDD, GDD, and submitted code
- Authored technical documentation detailing the interactions of various hardware and software components within the attraction
- Responsible for implementing runtime engine features, as well as integrating the attraction with a custom test framework to monitor the attraction's rendering performance
- Prepared for and assisted technically with multiple demos per week to sometimes wildly different audiences

UE4 Motion Tracking Integration Consultant

3/16 – 5/16

Flesh and Sand (Carne y Arena) - A VR Experience from ILMxLab and Alejandro González Iñárritu

- Provided early implementation for a motion tracking plugin for use with UE4, used for the early development phase of the project
- Assisted with use of motion tracking plugin and added robustness for the iteration of the early creative elements of the project

Generalist Software and Tools Developer

4/15 – 5/19

Star Wars: Millennium Falcon - Smuggler's Run

- Developed UE4 Automated Testing pipeline, including a set of plugins for UE4, a set of test scripts, and a website for viewing test information
- Designed and implemented tools for previewing media virtually in an environment that mimics the ride's physical projection setup
- Debugged various issues that developed during the project, including Sequencer bugs, content ingestion problems, and determinism issues

Projection Designer and Tech Integrator

4/15 - 2/16

ILMxLAB's xDeck (Virtual Production Stage)

- Used internal tools along with Maya to design the projection area of the space
- Mounted, installed, and calibrated all elements of projection in the space
- Helped design and test a pipeline for generating calibration files that could be ingested by UE4, as well as other 3D Content packages
- Assisted ILMxLab members with ingesting calibration and tracking data into their systems

Generalist Game Programmer

9/12 – 2/15

Mekazoo: 2.5D Platformer in the Unity Game Engine (Unity 4/5)

- Designed and implemented 3D camera system and tools including trigger volumes, scripted events, and keyframe animation (C#, Python, HLSL)
- Designed and implemented creative tools to be used within Maya, 3DsMax, and Unity, working with users for iterative feedback
- Co-architected and implemented gameplay systems and multiple character controllers (C#)
- Responsible for debugging a large portion of the performance issues encountered (C#/C/C++)

Technical Skills

Tools - Git, SVN, Mercurial, CVS, Perforce, Jira, Visual Studio, GCC, Makefiles, Command Line, Confluence, VPNs

Mathematics - Linear Algebra, 2D/3D Geometry, Discrete Logic, Splines, Statistics, Numerical Approximation

Familiar APIs - OpenGL, DirectX, FMOD(ex), FBX SDK, VRPN, WWise (Authoring)

Miscellaneous - Profiling, crash handling, technical documentation, automated testing, networked simulation, optimization, debugging

Education

DigiPen Institute of Technology, B.S. CS and Real-Time Interactive Simulation

Graduated 2013