Brandon Thompson

Grimsby DN36 5SQ
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Profile

I am a game developer with over four years of experience in Unity C#, I am proficient in using GitHub for source control and collaboration, and I have good teamwork and communication skills and can work effectively in teams.

Work Experience

13th March 2023 – 24th March 2023

I N F I N I T Y 27 – England (Remote)

Working as a game-developer in a 2 week skills boot-camp intended to give me experience of working in a live studio environment, I developed a spell for their game, intended for both player and enemy use.

• Improved Unreal Engine blueprints skills, following provided code conventions, and demonstrated clean, readable code

• Used Perforce source control to make sure I had the latest version of the project, and to update my work when needed

• Showed good understanding of how to optimize written code and other areas of my spell

• Showed good understanding of being able to test and debug my own code

• Showed good communication and collaboration with the team

Skills

• Unity C#
  - Over 4 years experience

• Unreal Engine Blueprints
  - Over 1 year experience

• GitHub (Source Control)
  - Over 2 years experience

• Agile & Scrum

• Good Teamwork

• Good Communication

Education

September 2019 – May 2022

Teesside University
BSc (Hons) in: Technical Game Development with First Class Honours.

September 2018 – July 2019

Grimsby Institute
BTEC Level 3, Extended Diploma in: Creative Media Production (QCF) With the triple grade Distinction* Distinction* Distinction*

September 2017 – July 2018

Rotherham College
BTEC Level 3 90-Credit Diploma in: Creative Media Production (Games Development) (QCF) With the double grade pass pass

Key University Modules

• **Final Year Project – 85.33%**
The goal was to create a short game, planning out when I would handle certain tasks, such as the design, development, testing, etc.

• **Beta Arcade – 65.94%**
Similarly to Journeyman, I worked with a team of 10 to create a third-person local multiplayer game using Unity C#, and GitHub for source control. It was just as important to keep everyone updated on my progress.

• **Journeyman – 79%**
In this module, I worked with a team of 12 to create a 3D side-scroller game using Unreal Engine, and GitHub for source control. Good communication and collaboration were key to delivering a good final product.