# Brandon A Littell

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## Skills (listed in descending order)

Languages: C++, C#, JavaScript, D, Java, HTML5, CSS3, Objective-C, MySQL, ActionScript 3
Software: Visual Studio, Sublime, Git, dub, Xcode, SVN, Eclipse, UDK, Unity, Photoshop, Maya
Libraries & Frameworks: jQuery, OpenGL 4, DirectX 11, XNA, Foundation, ASP.NET MVC4, Box2D

## Recent Projects

**Dash** (January 2014 - Current, Team of six)                                    **Engine Programmer**
- Open-source Game engine written in D targeting OpenGL 4.
- Developing engine for a separate group of students to use for a project.

**Project-192** (Summer 2013 - December 2013, Team of four)                  **Engine Programmer**
- Game engine written in C++ that renders to OpenGL 4 and DirectX 11.
- Game logic can be written in JavaScript/TypeScript through the use of Google V8.
- Contributed to rendering pipeline and implemented the Bullet Physics Library.

**PinballGL** (Spring 2013, Team of two)                        **Physics and Graphics Programmer**
- 2D pinball written in C++ using OpenGL 4.
- Implemented momentum-based physics and the Expanding Polytope Algorithm to handle collision detection and response.

**Fluxometry** (Spring 2012, Team of four)                **Project Lead and Gameplay Programmer**
- 2D twin-joystick shooter written in C# using XNA 4.0.
- Ensured project delivery by managing a small team of students for 10 weeks.

## Work Experience

*Rochester Institute of Technology, Rochester, NY*

**Front End Engineer** on **Just Press Play**                                  **May 2013 - Current**
- Launching Spring 2014.
- Implemented redesign of entire system using ASP.NET MVC4 and HTML/CSS/JS/Razor.
- Engineered structures to load data as users expect more information.

**Research Developer** on **Modoku** (Solo project)              **September 2012 - February 2013**
- Built color-based Sudoku for the College of Imaging Arts & Sciences (CIAS) to evaluate students' ability to differentiate color hues and saturation.
- Tested Modoku in a classroom environment and presented findings to professors in CIAS.

*iD Tech Camps, Campbell, CA*

**Course Instructor**                                                              **Summer 2012**
- Taught students programming in Java and game design using UDK and Neverwinter Nights 2.
- Helped students understand the fundamentals of object-oriented programming.

## Education

*Rochester Institute of Technology, Rochester, NY*

**Bachelor of Science in Game Design and Development**              **Expected December 2014**
Minors in Computer Science and Psychology, Honors Program                              GPA: 3.7