BRANDON COFFEY Technical Artist

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SKILLS AND SOFTWARE

Unity	C#, Editor Tools, Object Oriented Programming, Networking, Shaders
Unreal	Blueprints, Materials, Niagara, Animation Blueprints, Modeling Tools
Git / GitHub	Managing large repos with large teams, wrote documentation for artists
Autodesk Maya	Modeling, Python Tools, Lighting, Rendering, Nuke AOV manipulation

EXPERIENCE

Lead Programmer (UTD Game Lab)	Led two teams of programmers at the UTD Game Lab to create two games, Tobor Quest and Ghost House, alongside 40+ students. Collaborated with the other leads to bring the games to completion and maintained the repo.
VR Programmer (Multimodal Interaction Lab)	Designed and built VR projects involving haptic and thermal feedback with Computer Science Graduates. Researched data visualization techniques and created a Metaverse experience syncing the lab with a digital twin.
SGDA Vice President	Led various workshops to teach students at UTD how to make games, as well as ensured the club was in good standing with the university.

EDUCATION

The University of Texas at Dallas

B. A. of Arts, Technology, and Emerging Communications - Animation and Games

Minor in Computer Science

CLASSES TAKEN

Scripting for Games II, Level Design II, Virtual Environments II, Virtual Reality, Mobile Game Development, Lighting and Composition II, Visual Effects, Rigging, Surfacing and Shading, Modeling and Texturing, Procedural Animation, Intro to Machine Learning, Software Engineering