ACHIEVEMENTS

Eagle Scout

Chillenium 2019 Game Jam

Academic Excellence Scholarship

Cumulative GPA: 3.84

ABOUT ME

I have a passion for game development and animation with 4+ years of school experience in the field. My experience includes a short film, collaborative projects, and supporting others' endeavors through tutoring and technical help. Recently, I am focused on tools dev for Maya and Unity and working with the SDL2 graphics library directly in C++.

CONTACT

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BRANDON COFFEY
ANIMATION AND GAMES STUDENT

EDUCATION

THE UNIVERSITY OF TEXAS AT DALLAS   *JUNIOR*
Arts, Technology, and Emerging Communication Major
Computer Science Minor

WORK EXPERIENCE

ACADEMIC TUTOR   *3 YEARS TO PRESENT*
Animation (Modeling, Scripting for Games)
Coding (C++, C#, Java, Processing, HTML / CSS)
Math (Calculus I, II, III) and Physics (Mechanics)

MI COCINA SERVER   *3 MONTHS*

OLIVE GARDEN SERVER   *11 MONTHS*

OLIVE GARDEN HOST   *1 YEAR, 6 MONTHS*

SKILLS   PROFICIENCY

UNITY
Skill	Proficiency
Scripting C#	●●●●●●●●○
Development	●●●●●●●○○

AUTODESK MAYA
Skill	Proficiency
Modeling	●●●●●●●●○
Scripting Python	●●●●●●○○○
Rigging	●●●●●○○○○

ADOBE SUITE
Skill	Proficiency
Photoshop	●●●●●●●●○
After Effects	●●●○○○○○○

PROGRAMMING
Skill	Proficiency
C++	●●●●●●●●○
Java	●●●●●●○○○
Rust	●●●○○○○○○

Learning Unreal Engine and Blender