

BRANDON COFFEY

Unity Developer

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SKILLS AND SOFTWARE

Unity (C#)	Finished various solo games and games with large teams using the Unity game engine. Experience in coding game systems and editor tools.
Git / GitHub	Extensive experience working with others (Twice with 40+ people) on large git repositories for Unity games.
Maya Tools (Python)	Designed various python tools to automate tasks in Autodesk Maya.
SDL Library (C++, Rust)	Created games from scratch in small teams using only the SDL library to handle visualization of graphics in both C++ and Rust.

PROJECTS

Lead Programmer Ghost House	Led a team of 7 programmers to build all systems for the upcoming game, Ghost House. Directed the team towards completing the game and keeping constant communication with the other departments.
Terraforming Mars	Developed a digital application of the board game, Terraforming Mars. Designed digital counterparts to each of the game's mechanics.
Programmer Telemancer	Collaborated with 40+ others to complete a fully featured game, Telemancer: Septembers Story, in Unity. In charge of designing and connecting many player systems ranging from the primary warp bolt ability to player feedback.
Portal Tech Demo	Recreated the portal effect and mechanic from the game, Portal.

WORK EXPERIENCE

VR Programmer MI Lab	Worked with Computer Science Graduates at UTD on VR research projects in Unity involving haptic and thermal feedback for improving data viewing and consumer experiences.
SGDA Junior Tech Officer	Maintained and Updated the website for the Student Game Development Association at UTD, as well as ran workshops to teach others advanced techniques in Unity.

EDUCATION

The University of Texas at Dallas
B. A. in Arts, Technology, and Emerging Communications - Animation and Games
Minor in Computer Science