

# BRANDON COFFEY

Unity Developer

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## SKILLS AND SOFTWARE

Unity (C#)	3+ years of experience in Unity building solo games and coding gameplay, editor tools, shaders, and custom sound / save systems.
Git / Github	Extensive experience working with others (Twice with 40+ people) on large git repositories for Unity games.
Autodesk Maya Tools (Python)	Numerous small python tools to automate tasks in Autodesk Maya.
SDL Library (C++, Rust)	Game Development from scratch using only the SDL Library in both C++ and Rust.

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## WORK EXPERIENCE

VR Programmer	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.
Lead Programmer	Led a team of 7 programmers to build the systems for the game, Ghost House, alongside 30+ other designers and artists in the UTD Game Lab.
SGDA Junior Officer	For the Student Game Development Association, I worked as an officer to help run the club.

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## CLASS EXPERIENCE

Scripting for Games II	An advanced course in Unity scripting techniques, involving editor tools, scriptable objects, and completing two full games.
Game Production Lab	Working with 40+ others to complete fully featured games in Unity. Took once as a programmer and once as the lead programmer.

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## EDUCATION

The University of Texas at Dallas

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

Minor in Computer Science