



BRANDON COFFEY

ANIMATION AND GAMES STUDENT

[Printer Friendly Resume](#)

CONTACT

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EDUCATION

The University of Texas at Dallas

- B. A. in Arts, Technology, and Emerging Communication – Animation and Games
- Minor in Computer Science

ABOUT ME

Hello! My name is Brandon and I have a passion for coding and tools development. I have 3+ years of experience in Unity and C#. Beyond that, I work with Maya, Substance, C++, and Unreal Engine. See [my portfolio](#) for more!

EXPERIENCE

Portfolio: <https://brandonmcoffey.github.io/Portfolio>

VR Tech Artist *Feb. 2022 – Present*

Computer Science Multimodal Lab

Lead Programmer *Nov. 2021 – Present*

UTD Game Lab – Ghost House

SGDA Club Office *Nov. 2021 – Present*

[Student Game Developer Alliance](#)

Programmer *Aug. 2021 – Dec 2021*

[UTD Game Lab – Telemancer](#)

PROGRAMMING LANGUAGES

Skilled

- C# (Unity)
- C++
- Java
- SDL Library

Qualified

- Python (Maya)
- HTML
- Rust

SOFTWARE

Skilled

- Unity
- Substance Suite
- Maya
- GitKraken / Git

Qualified

- Unreal Engine
- Adobe Suite
- Shotgun
- Houdini

