



BRANDON COFFEY

ANIMATION AND GAMES STUDENT

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

Allen High School

ABOUT ME

Hello! My name is Brandon and I have a passion for coding and tools development. I have 7+ years of experience with Maya and 2+ years of coding knowledge. Recently I have been devoted to developing games in Unity, as displayed on my portfolio.

EXPERIENCE

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

Programmer – Telemancer *Fall 2021*

Worked as a Unity programmer with a team of 40+ people, building the player systems for the game.

PROGRAMMING LANGUAGES

Skilled

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

Qualified

- Python (Maya)
- HTML
- Rust

SOFTWARE

Skilled

- Unity (2D, 3D, URP, and HDRP)
- Substance Painter
- Maya (Modeling, Rigging, Shading)
- Adobe Photoshop

Qualified

- Unreal Engine
- Houdini
- After Effects
- Shotgrid

WORK EXPERIENCE

SGDA Officer

Nov. 2021 – Present

Student Game Developer Alliance Club at UTD

La Casita Bakeshop

Mar. 2021 – Present

Server - Olive Garden

Feb. 2020 – Sep. 2021

Academic Tutor

Oct. 2019 – Dec. 2020

Animation (Modeling, Scripting for Games)

Coding (Java, Processing, HTML / CSS)

Math (Calculus I, II) and Physics (Mechanics)

