**Brandon Coffey** Technical Artist

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**Skills and Software**

Unity C#, Editor Tools, Object Oriented Programming, Networking, Shaders

Unreal Blueprints, Materials, Niagara, Animation Blueprints, Modeling Tools

Git / GitHub Managing large repos with large teams, wrote documentation for artists

Autodesk Maya Modeling, Python Tools, Lighting, Rendering, Nuke AOV manipulation

**Experience**

Lead Programmer Led two teams of programmers at the UTD Game Lab to create two games,

(UTD Game Lab) Tobor Quest and Ghost House, alongside 40+ students. Collaborated with the other leads to bring the games to completion and maintained the repo.

VR Programmer Designed and built VR projects involving haptic and thermal feedback with

(Multimodal Interaction Lab) Computer Science Graduates. Researched data visualization techniques and created a Metaverse experience syncing the lab with a digital twin.

SGDA Vice President Led various workshops to teach students at UTD how to make games, as well as ensured the club was in good standing with the university.

**Education**

The University of Texas at Dallas

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

Minor in Computer Science

**Classes Taken**

Scripting for Games II, Level Design II, Virtual Environments II, Virtual Reality, Mobile Game Development,

Lighting and Composition II, Visual Effects, Rigging, Surfacing and Shading, Modeling and Texturing,

Procedural Animation, Intro to Machine Learning, Software Engineering