

BRANDON COFFEY

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SKILLS & SOFTWARE

Unity – C#, Editor Tools, Object Oriented Programming, Networking, HLSL, Shader Graph

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

Autodesk Maya – Modeling, Python Tools, Lighting, Arnold Rendering, AOVs for Nuke, MASH

Git / GitHub – Managing Large Repos with 40+ People Working on it, Wrote Documentation for Artists

EXPERIENCE

Technical Artist | [Relevant VR](#)

Jun 2023 – Present

- Developed augmented and virtual reality experiences, metaverse spaces, and interactive media.
- Won 3 Silver [Davey Awards](#) in Emerging Tech for projects that I was the primary developer for.

Lead Programmer | Tobor Quest & Ghost House ([UTD Game Lab](#))

Jan 2022 – Dec 2022

- Collaborated with other leads to design and build multiple games in a studio-like environment.
- Ensured all the game systems functioned together and were usable by game and level designers.
- Maintained source control through a GitHub Repo and trained others on how to use Git properly.
- Encouraged and organized a team of 7+ programmers to complete tasks by their deadlines.

VR Programmer | [Multimodal Interaction Lab](#)

Feb 2022 – May 2023

- Communicated with CS PHD students to design VR tools with mid-air haptic and thermal feedback.
- Built complex VR Unity Projects involving Oculus, MRTK toolkit, and Ultraleap haptics.
- Researched and designed a Metaverse-style experience that syncs the real and virtual lab together with a digital twin for collaboration between local and remote users.

Programmer | Deaths Bloom ([UTD Game Lab](#))

Jan 2023 – May 2023

- Implemented various blueprints for Level Designers in Unreal Engine 5 to optimize level workflow.
- Designed a workflow for importing complex Maya rigs with deformers into Unreal Engine.

EDUCATION

B.A. in Arts, Technology, and Emerging Communications – Animation and Games *Aug 2019 – May 2023*

Minor in Computer Science

GPA: 3.934

The University of Texas at Dallas – Richardson, TX

LEADERSHIP EXPERIENCE

Vice President | Student Game Development Association

May 2022 – May 2023

- Headed multiple Game Jams, organized in person meetups, and communicated with judges.
- Led various workshops to teach students at UTD how to use game engines and make games.
- Ensured the club was in good standing with the university.

Eagle Scout

October 2016

Boy Scouts of America, Allen, TX