

Brandon Michael Makin

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Chapman University Provost List - 3.95 GPA

Education

Chapman University Class of 2020, Schmid College of Science and Technology

Major - Software Engineering

Minor - Game Development Programming

Paid Work Experience

Google Summer of Code 2018 - Godot Game Engine

- Implemented WebRTC into the open source Godot Engine for fast multiplayer networking in web browsers and for peer-to-peer networking via NAT traversal
- Extended the engine in C++ to allow WebRTC to be accessed via Godot's high- and low-level multiplayer networking APIs for easy use within the engine

Team lead: VR Sensory Research - Chapman University w/ Dr. LouAnne Boyd Fall 2018

- Created a virtual environment designed to be comforting to a neurodiverse set of children playing individually or in a group
- Led a team of 3 software engineering students, alongside 4 other leads in an agile environment
- Mentored by Dr. Boyd (her background: informatics, UX, developmental psych)

Special Skills and Knowledge

Math and Computer Science - Formal university education in the following:

Java, C#, C++, Python

Data Structures & Algorithmic Analysis, Linear Algebra w/Differential Equations

Statistics and Probability, Discrete Mathematics

Human Computer Interaction and UX design

- Practiced taking a project through several prototyping phases: defining software requirements, creating wireframes, and testing with user groups

UML diagramming

Familiarity with the Bash shell

3DS Max, Blender 3D, Unity Engine, Godot Engine

Events

Global Game Jam 2017 and 2018

WAG Challenge (Game Jam) August 2016

Data Fest April 2017

Data Fest was a weekend-long multi-university event where we were tasked with finding meaningful information from sample enterprise data. Our team was awarded *Best Use of Outside Data* for integrating 2010 US Census data with the data given. The award included an invitation to the American Statistical Association.

Additional Leadership and Activities

Panther Games Club at Chapman University – Member of Leadership Committee

Revived dormant game development club

Public Relations Coordinator

Hosted Panther Games Winter Showcase event for students

Laguna College of Art & Design, course in Animation Portfolio Development

Studied abroad in Nice, France