Brandon Withington

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Skills

Languages: C#, C, C++, Lua, Python, SQL, JavaScript, HTML, CSS, Java
Technologies & Software: Unity, Unreal, Git, Gitea, VS Code, Visual Studio, OpenGL, Blender, PyCharm, IntelliJ

Experience

VR Software Engineer **Mar. 2022 – Present**

Human Mode

- Designed and implemented core game mechanics and led the development of 50+ cross-compatible VR, PC and WebGL game environments for a Unity-based social platform, driving 38% of total user visits across the platform
- Optimized platform-wide performance by identifying and resolving bottlenecks using GPU, and memory profiling tools, resulting in a 30% improvement in platform stability
- Elevated to lead the development of interactive cross-platform environments for Oklahoma City University's admissions department. Optimized main campus and classroom environments, integrated and standardized Photon Cloud data pipelines with C# for user data and session retrieval, reducing dropped sessions and network latency complaints by 18%
- Successfully spearheaded a team initiative to bolster user content generation on the platform by 20% through research-driven problem solving, hosting collaborative game and environment design events, and fostering a community of creators

Game Developer **Nov. 2021 – Mar. 2022**

Human Mode

- Collaborated with artists and game designers to develop and launch a new game mode, increasing daily active players by 15% within the first month of its release
- Designed and implemented a reactive AI combat and player stealth system using C# and Unity, enhancing gameplay across four game environments and increasing returning players by 9%
- Developed rapid prototypes of game environments and mechanics by collaborating with multidisciplinary teams, running quality assurance testing events, increasing user engagement on the platform by 12%

Projects

Multi-platform Mini-golf Game & Framework

- Constructed a mini-golf game environment set in a vibrant fantasy-themed world, featuring obstacles, dynamic lighting, and immersive sound design to enhance gameplay across VR and PC platforms
- Designed and implemented numerous control schemes to support various player types and play-styles
- Published the framework as a shareable package showcasing proper physics handling as an example for community content creators to build upon

Momo's Space Diner VR & PC Cooking Game

- Developed a multi-platform VR and PC cooking game, featuring cooperative gameplay, interactive kitchen mechanics, and cross-device functionality to enhance player engagement
- Implemented an intricate cooking system featuring dynamic ingredient interactions, and synchronized recipe quests, creating immersive and compelling gameplay experiences that encourage player creativity

Industrial Go-Kart Racing Game

- Designed a cross-platform go-kart racing game for VR, PC, and WebGL focusing on immersive gameplay with realistic tire suspension and drift mechanics
- Collaborated with the community to gather feedback, prioritized feature requests and implemented gameplay improvements that enhanced user satisfaction

Education

Oregon State University **Sept. 2021**

Bachelor of Science in Computer Science *Corvallis, OR*