

BRANT BEVERLY

SOFTWARE DEVELOPER

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brantbev.github.io/

KEY SKILLS

- Adapting to New and Existing Codebases
- Learning New Languages and Frameworks
- Collaborating Via Source Control
- Communicating and Corroborating with Teammates
- A Solid Understanding of Design Principles
- Experience in Multiple Game Engines

EXPERIENCE

May 2022 – August 2022

Software Developer • Beverly Scientific

- Designed elements of a user interface for industrial-grade equipment.
- Worked with and developed within a legacy code base.
- Developed for a resource-limited code environment.

August 2021 – December 2021

Private Tutor • Self-Employed

- Adapted and responded to input and feedback received.

Projects

- Untitled Alt Game – Working long term on a more complex game project as the lead programmer.
- *Just In Time* – Game Jam, taught efficient work in engine and value of working in scope.
- Conway's Game of Life – Worked in a large team to create a complex application with multiple functionalities.

EDUCATION

The University of Utah

Salt Lake City
Utah

Computer Science w/ Games
Emphasis

GPA: 3.6

Relevant Coursework:

- Computer Graphics
- Artificial Intelligence
- Alternative Game Dev
- Models of Computation
- Algorithms
- Asset Pipeline

LANGUAGES

- C++
- C#
- JAVA
- PYTHON
- SQL
- HTML
- JAVASCRIPT