

# BRANT BEVERLY

## SOFTWARE DEVELOPER

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[brantbev.github.io/](https://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

- Conway's Game of Life – Worked in a large team to create a complex application with multiple functionalities.
- *Lions of Babylon* – Working long term on a complex strategy game project as the lead programmer.
- *Mental Break* – Game Jam, Efficiently working in engine, value of working in scope, and managing a larger Git repo.

### EDUCATION

The University of Utah

Salt Lake City  
Utah

Computer Science w/ Games  
Emphasis

GPA: 3.742

Relevant Coursework:

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

### LANGUAGES

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