

Brett Schumacher

Petaluma, CA (*willing to relocate*) | (605) 366-9458 | BrettWSchumacher@gmail.com

EXPERIENCE

2K Engineering Graduate Program

July 2023-Present

A 21-month program run by 2K where, after initial training, I contributed to teams at 3 different game studios for 6 months each.

- Rotation 1: Gameplay Engineer in Unreal Engine at Cloud Chamber
 - Developed and maintained a core gameplay system, keeping it aligned with an evolving design as the game iterated.
 - Optimized and refactored the system as requirements changed, tackling numerous bugs.
- Rotation 2: Gameplay Engineer in Unity at HB Studios
 - Supported implementation of new game features for their latest title PGA TOUR 2K25.
 - Created new debug commands to aid both QA and other developers.
 - Worked with Audio to implement sound effects and ambience.
 - Worked with UI on updating and skinning important game screens.
- Rotation 3: Gameplay Engineer in Unreal Engine at Firaxis
 - Quickly finished development of an XCOM-2 mod launcher so the old 2K launcher could be phased out.
 - Iterated on new gameplay systems and utilized them while working with Designers to add content to an upcoming title.

Internship at Epic Healthcare Systems

Summer 2022

As a part of the Clinical Case Management (CCM) Team:

- Designed an interactive page for end users.
- Developed in React (frontend), C# (backend), and Jest (testing).
- Frequently presented designs and demos to my team and other stakeholders.

EDUCATION

Bachelor of Science in Computer Science

May 2023

College of Science and Engineering, *University of Minnesota-Twin Cities Minneapolis, MN*

University Honors Program

Honors: Summa Cum Laude (GPA 4.0/4.0)

SKILLS

Programs: Unity, Unreal Engine 5, Visual Studio, JIRA, Perforce/Swarm, Microsoft Office

Programming Languages: C++, C#, Python, Typescript/Javascript

References available upon request