Luis Brito

Contact Details
LUISBRITOCREATES.COM
LUISYBJ@GMAIL.COM
703-477-3071

Education

George Mason University, Fairfax, VA
Major: Computer Game Design/Computer Science
Graduation Year: December 2017

Experience

Suppressive Fire Games Boston, MA

Game Programmer | June 2015 - Present

-Programmer for Suppressive Fire Games' project "Blood Alloy", a 2D score chase beat 'em up, as part of an 8 person team using Unity2D with C# developing for console and PC release.

-During my work with the "Blood Alloy" project, my primary functions have been optimizing the existing code base for deployment on mobile platforms such as the PS Vita, assisting in designing new gameplay features, bug testing, and improving the user experience.

-Became well versed in Perforce.

Little Arms Studios, LLC Fairfax, VA

Game Programming Intern | March 2015 - Present

-Programmer and Lead Developer for "IWAI", a 2D game, as part of a 4 person team using Unity2D with C#.

-Assisted in creating a proper workflow and schedule for "IWAI".

-Learned and used Tortoise SVN and JIRA to become properly integrated into the company's Agile work scheduling and version control practices.

-Learned the InControl plugin from the Unity Asset store to integrate proper controller support for Co-op gameplay and planned project features.

-Assisted Artists and Designers in designing features and mechanics that I then implemented in the game.

Wilnyl Game Company, LLC Stockholm, Sweden

Co-Developer | May 2013 - May 2014

-As a developer for Wilnyl, I programmed and designed the game "Air Brawl", a fun and competitive multiplayer arcade dogfighting game, as part of a team of 3 developers for Unity3D in C#.

-During my employment, I worked from home and participated in daily team meetings to properly pace and schedule the project.

-Led the projects marketing efforts and moderated the community following the company project on Reddit and IndieDB.

-Designed and Concepted several planes and their respective weapons that did not make it into the final release.

-Programmed an extensive amount of general gameplay and networking code including server side, client side, and optimizations to existing movement code.

Air Brawl - Finalist, Swedish Game Awards

-Programmed plane controller scripts and optimization in Unity through C#.
-Promoted Air Brawl and managed social media for the Air Brawl Kickstarter
-Programmed basic network implementation, including multiplayer lobby, deathmatch game mode, player chat, and other server side features.
-Co-Designed several planes, their features, and mechanics.
-Ran advertising campaign for Air Brawl. Helped manage the Air Brawl Kickstarter and successfully raised over 6,000 USD with 268 backers.
-Released Air Brawl through Steam on June 2, 2015.

Blood Alloy - Participant, Boston Festival of Indie Games Showcase

-Optimized all existing code that came before I joined the project, Global high score tracking, server integration, enemy spawn master, audio manager, and game manager.
-Writing custom code to handle garbage collection and offloading + onloading of game assets in Unity to create better performance on all intended deployment platforms.

Hero

-Designed 2D Action Sidescroller with fun and intuitive gameplay meant to showcase different skills and techniques I have learned while programming games. Hero features a fully concepted world that reacts to the music the player is creating through their actions in the world and the soundtrack.
-Programmed all aspects of the game, including gameplay, camera system, audio input/output system, networking, and ai pathfinding.
-Incorporated mechanics and features based on input from Game design faculty at George Mason University.

Applications

Unity 3D Game Engine - 3.5 years - I have had lots of experience teaching Unity and C# to kids and adults, developing touch, controller, and keyboard controls for multiple platforms including iOS, PS Vita, PS4, Oculus, OSX, and Windows.
Unreal 4 Game Engine - 1 year - I use UE4 to create mods for Unreal Tournament and work on my showcase project "*Protocol.*"
3D Studio Max - 2 years - I have used 3DS for creating assets like props and character models for game projects
Adobe Photoshop - 5 years - I have used photoshop for sprite creation, creating art, and designing the logos and backdrops I use for my own website.
Valve Software SDK
Blender Software - 3 years - Blender was my introduction to modeling and I use it hand in hand with 3DS. I also process my level geometry through Blender.

Programming

Javascript - 3 years - JavaScript has been a tool for my website design for a long time. I also use a modified version of it for UnityScript.
C# - 3.5 years - C# is my go to language for Programming and Unity. I am most comfortable with it because of it's versatility and resemblance to other C languages.
Python - 2 years - I use Python for commissioned business software and small modifications.
Java - 4 years - I began learning Java in High School and it served me well as a good jumping off point to C#
C++ - 1 year - I have used C++ in conjunction with my education in UE4.
NodeJS - 1.5 years - I use NodeJs for all of the small server side JavaScript needs I might have when working on websites.

Paz

-Designed Interactive Art piece and video game based off of the central concepts of tranquility and harmony found in the Taoist book "Tao Te Ching". Meant to be used as a relaxing break from the stresses of life and software development.
-Modeled and Textured interactive environment
-Programmed character controller, camera movement system, and particle systems using
-Created game in Unreal Engine 4.

Heroes Rift

-Worked with a team of 6 other designers to create a card game over the course of a semester
-Wrote game's design document and assets list for design team to work off of.
-Created 60 cards in the original two decks totalling to 120 cards.
-Handled card lore and managed game features.
-Wrote and finalized game design documents.

Shattered

-Co-Designed game, concepts, and documents relating to the game
-Handled story telling, game script writing (along with our writer), and staging of each scene in the game.
-Designed all level design in the game world.
-Programmed character controller, action phases in game, and menu systems.
-Animated in game animations.

Mason Game and Technology Academy

Teaching Assistant | June 2014 - Present
-Assisted an instructor in teaching a classroom of 30 12-15 year old children how to program with Java. Students learned object-oriented programming, class structures, and ultimately implemented their knowledge by creating mods in Minecraft
-Independently developed course materials, slideshows, and led 2 of my own lectures through the 6 week program
-Gave one-on-one attention to each student throughout the program

George Mason University Events Production

Events Technician | May 2014 – December 2014
-Ambassador for Student Services on Campus. Represented George Mason University at venues such as the Wolf Trap Center for the Performing Arts and Barbizon Lighting Company.
-Met with clients to discuss layouts and needs for their events.
-Designed and built stage lighting for clients to better showcase their events. Created environments that fit the clients needs through lighting and staging.
-Setup and live mixed audio and video for clients' events.

Jamtech

George Mason University Technical Volunteer| Dec 2014-Present

-Promoted and registered volunteers for the Jamtech game design event for young students in the DC Metro area.

-Worked with Little Arms Studios to create and teach a premade package for all students to use as a start to their work with Unity.

-Assisted 250 students in creating their Unity games by teaching C# and JavaScript. Troubleshooted any errors or problems students ran into on compilation.

-Organized and taught Unity to 25-30 other Teaching Assistants before and during the event.

George Mason University Game Analysis and Design Interest Group

Member | August 2013 - Present

Design Director | Jan 2015 – Present

GADIG is an organization where GMU students develop games outside of the classroom.

-As Design Director, led the 15 student design team in brainstorming mechanics and features for each semesters' game project.

-Gathered materials and student work. Created documents for the general design, technical design, story/plot/setting, and overall project planning of the club.

-Met and collaborated with other club officers in determining how the project is doing and making any necessary changes to create a successful game by the end of the summer.

-Organized one on one teaching sessions and workshops with up to 30 students showing off Unity and C# and how to use them.

-Organized and connected with several professional game studios in the DC Metro area to provide tours of studios and a glimpse of the industry to club members.

-In charge of all GADIG social media accounts and promotions for the club.

IGDA

Member | May 2012 - Present

Academic Chapter Founder and Chair | April 2015 – Present

-Founded the Academic Chapter of the IGDA at George Mason University with the purpose of presenting students with opportunities to network with other members, better communicate with local studios in our area, provide job and internship experience, and engage in discussion in a professional tone about the Game Industry.

-Intention to collaborate with other Universities in the DC Metro area and their Game Programs.