

## Luis Brito

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### EDUCATION

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**George Mason University**, Fairfax, VA

B.F.A. 2017. Major: Computer Game Design Minor: Computer Science

### HONORS / AWARDS

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*Magfest Indie Videogame Showcase* (2015) *Boston Festival of Indie Games* (2015) *Dean's List*, George Mason University (2016) *Most Innovative Design*, George Mason University Volgenau School of Engineering (2015)

### EXPERIENCE

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**Lead Developer**, Incendium Games, Miami, FL Aug 2016 - Present

- Designed and programmed systems for procedurally generating levels and quests to encourage emergent gameplay in *Phantom Halls*, a horror roguelike for PC.
- Developed gameplay for post greenlight development in anticipation for game release on Steam Early Access.

**Lead Developer**, Arrogant Wizard LLC, Seattle, WA Nov 2015 - Present

- Solo programmer on long term development of *Strat X*, a 4X, Turn Based Strategy game about colonization.
- Developed and designed gameplay and technical systems for game with Lead Designer to be implemented in month long sprints. Systems are mounted onto custom programmed strategy engine inside Unity3D.

**Game Programmer**, Suppressive Fire Games, Boston, MA Jan 2015 - Mar 2016

- Collaborated with existing development team and determined best course of action for preparing *Blood Alloy: Reborn* release candidate for Steam.
- Programmed features and mechanics as needed for release and post-release including UI, gameplay, and Steamworks integration for *Blood Alloy: Reborn*, a single player, score chase, action game.

**Game Designer**, Landfall Games, Stockholm, Sweden Apr 2014 - Jun 2015

- Coordinated with fellow team members to design, develop, and engage community for feedback on *Air Brawl*
- Designed and programmed plane behavior and online PVP gameplay as part of a growing team of developers for *Air Brawl*, released in 2015. Balanced gameplay mechanics and new features with community post release.

### COMPUTER SKILLS

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**Unity 3D Game Engine** - 4 years - 1000+ of hours of experience with multiple platforms including PS Vita, PS4, OSX, VR, Steam and Windows.

**Unreal 4 Game Engine** - 3 years - Created mods for Unreal Tournament and programmed class games.

**3D Studio Max** - 2 years - Modeled, Rigged, Skinned.

**Valve Software SDK** - 2 years - Created three custom maps and game modes for "Team Fortress 2" as content for a gaming clan's community events.

**Project Management** - JIRA, Agile, Scrum

**C#** - 4 years - Used for Unity and MonoGame coding

**C++** - 3 years - Utilized for personal project work in UE4. Also used independently to build game engine with SDL and write SteamWorks SDK Wrappers.

**Javascript** - 3 years - Used with HTML and CSS for portfolio website and UnityScript inside Unity3D.

**Python** - 2 years - Maintained proficiency for commissions and scripting for workflow automation.

**Java** - 4 years - Basic App and Game development