

Luis Brito

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EDUCATION

George Mason University, Fairfax, VA

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

HONORS / AWARDS

IGDA GDC Scholar (2017) Dean's List, George Mason University (2016) *Magfest Indie Videogame Showcase (2015)*
Boston Festival of Indie Games (2015) Most Innovative Design, George Mason University School of Engineering (2015)

EXPERIENCE

Technical Designer, Little Arms Studio, Manassas, VA Aug 2015 - Present

- Scripted dialogue events and quest pop ups for asymmetrical co op gameplay.
- Presented solutions and improvements to team covering player experience and replayability.
- Designed levels and implemented scripts and events using in-engine editor.
- Maintained proper documentation, spreadsheets, and asset lists for collaboration with team in office and remotely.
- Led team of 10 in development and mentored company interns.

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

- Developed gameplay and technical systems for *Strat X* with Lead Designer to be implemented in month long sprints.
- Wrote accompanying story beats and gameplay events with proper pacing suited for 4X Strategy gameplay.
- Designed scenarios according to central game idea and design documents for an interesting PVP and PVE experience.

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

- Collaborated with development team and incorporated feedback into new gameplay while preparing release candidate for Steam and PS Vita.
- Created additional features and implementations to bolster narrative storytelling and plot in-levels.
- Designed levels according to reference and provided constructive criticism to team for aesthetic and play consistency.

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

- Conferred with team members about community data while designing and developing PVP and co op gameplay.
- White Boxed levels and implemented assets surrounding player abilities, game modes, and movement mechanics.
- Designed gameplay and walked through personal workflow with growing team of developers for *Air Brawl*.

TECHNICAL SKILLS

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.

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

C++ - 3 years - Utilized for personal project work in UE4. Also used to 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.

Lua - 2 years - Scripting/modding in AAA engines.

Project Management - JIRA, Agile, Scrum