Luis Brito

Contact Details

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Education

George Mason University, Fairfax, VA

Major: Computer Game Design/Computer Science

Graduation Year: December 2017

Experience

Suppressive Fire Games Boston, MA

Game Programmer | January 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.

-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.

-Utilized Development Kits for multiple platforms and integrated them into the project.

Little Arms Studios, LLC Fairfax, VA

Lead Game Programmer | 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 Subversion and JIRA to become properly integrated into the company's Agile work scheduling and version control practices. (Work condensed into 2 week long sprints)

-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 to be implemented into the game.

Landfall Games, Stockholm, Sweden

Technical Designer | May 2013 - May 2014

-Assisted in programming and designing the game "Air Brawl," a fun and competitive multiplayer arcade dogfighting game, as part of a team of 3 developers for Unity3D in C#.

-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 - Steam

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, player chat, and other server side features.

-Co-Designed four of the current six planes, including their unique gameplay features, and several overarching gameplay mechanics.

-Ran advertising campaign for "Air Brawl." Successfully raised over 6,000 USD with 268 backers.

-Released "Air Brawl" through Steam on June 2, 2015.

-"Air Brawl" - http://store.steampowered.com/app/375600/

Blood Alloy - Boston Festival of Indie Games Showcase, MIVS - Steam

-Optimized all existing code that came before my involvement in the project, including global high score tracking, server integration, enemy spawn master, audio manager, and game manager.

-Wrote custom code to handle garbage collection and offloading and onloading of game assets in Unity, thereby improving performance on all intended deployment platforms. Handled Steamworks and Steampipe API integration in C++.

-"Blood Alloy" - http://www.bloodalloy.com/

The Endless Night - Game Jolt Adventure Jam - Game Jolt

-Programmed all aspects of the game, including gameplay, enemy and character AI, input/output system, writing and editing save files, item database, dynamic audio state machine, and functionality on Wii U development kit.

-Wrote in house tools for studio members to utilize in creating and adding assets, including art, sound, textures, dialogue scripts,

-Created custom audio editing tool for studio to sample, edit, vocode, and sequence new and existing tracks in and out of game.

-Utilized C# and C++ in tandem to tailor studio's needs inside and out of the Unity Engine.

- "The Endless Night" - http://gamejolt.com/games/the-endless-night-prelude/58725

Applications

Unity 3D Game Engine - 3.5 years - 1000+ of hours of experience with multiple platforms including PS Vita, PS4, Oculus, OSX, and Windows.

Unreal 4 Game Engine - 2.5 years - Created mods for Unreal Tournament and work on my showcase project " Protocol."

3D Studio Max - 2 years - Created in game character/enemy models for Game Jams and level geometry for "Blood Alloy."

Adobe Photoshop - 5 years - Used for sprite creation, creating art, and designing logos for websites.

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

Blender Software - 4 years - Rendered scenes and models for "Air Brawl " as well as taught modeling courses.

Programming

C# - 4 years - Used for the games "Air Brawl , " "Blood Alloy," and "Wavelength ."

C++ - 3 years - Used for my personal project "Protocol." Also used to build my own engines with SDL, OpenGL, and write SteamWorks SDK Wrappers.

Javascript - 3 years - Used with HTML and CSS to create proper responsive web design for my portfolio website and other websites. Also utilized for UnityScript.

Python - 2 years - Used for commissioned software and scripts for workflow automation.

Java - 4.5 years - Used for basic programs and teaching programming courses to students.

C- 1.5 years - Used for learning optimization, modifying Linux kernel, and learning OS level programming.