

Luis Brito

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Career Objective:

As a Technical Designer, to successfully lead mid sized teams in designing and developing gameplay modules for exciting new IP.

Qualification Summary:

- Experienced team leader ready to take on the tasks of peers and encourage positive work-life balance while maintaining acceptable project pace.
- Adaptable and experienced with managing changing milestones and short sprints.
- Continuously learning and developing personal and professional skills in and outside of game development.
- Organized individual excelling in maintaining proper documentation, spreadsheets, and asset lists for team projects.

Experience and Accomplishments:

Lift City (PC) **03/2016 - 03/2017**

Designer, Programmer: Luis Brito

Art, Sound: Little Arms Studios

<http://luisbritocreates.com/liftcity>

Shot Out (PC) **02/2017 - 03/2017**

Designer, Programmer: Luis Brito

Art, Sound: Kayla Harris

<http://luisbritocreates.com/shotout>

The Tribe (PC) **05/2016 - 07/2016**

Writer: Luis Brito

Art, Sound, Programming: Stas Shostak

<http://store.steampowered.com/app/470270/>

Blood Alloy: Reborn (PC) **01/2015 - 03/2016**

Designer, Programmer: Luis Brito, Frank Washburn

Art: Khalief Steel

Sound: Perturbator, Magic Sword

<http://store.steampowered.com/app/355310/>

Education:**BFA George Mason University, Computer Game Design****2017****Work History:****Incendium Games****07/2016 - 01/2017**Lead Developer

Performed design and development related tasks on Incendium Games' upcoming title, Phantom Halls. Tasks include developing dungeon procedural generation, designing and programming enemy systems, and polishing assets for use in final release build.

Arrogant Wizard LLC**11/2015 - 03/2017**Lead Developer

Programmed core gameplay for the company's upcoming title, and collaborated with the Project Lead on designs for the game's systems.

Little Arms Studios**08/2015 - 03/2017**Lead Designer

Duties involve managing and delegating to members of the project, making designs for and interpreting design documents I receive from the design team on the project, and making sure the programming side of the project is on schedule.

Suppressive Fire Games**01/2015 - 03/2016**Gameplay Programmer

Collaborated with team comprised of independent and AAA developers to address gameplay concerns, adapt and fix replayability, and program in new gameplay modules for Steam release candidate.

Personal:

- **Currently training for the Annual Ninja Warrior Competition**
- **Maintaining a succulent garden in dorm room**

References:

- **Frank Washburn: Harmonix, Suppressive Fire Games**
- **Kyle Bishop: Little Arms Studios**
- **Daniel Slawson: Arrogant Wizard LLC**

Contact Info available upon request.