

Luis Brito



Technical Designer interested in pushing innovation, encouraging collaborative design, and eliciting powerful responses in players.

2707 James M. McGee Jr. St. SE
Washington DC 20020
(703) 477-3071
luisbj@gmail.com
luisbritocreates.com
linkedin.com/in/luis-brito/

EXPERIENCE

Thar Be Monsters, Pasadena, CA — *Gameplay Developer*

FEBRUARY 2017 - PRESENT

- Writing clean code and optimizing existing codebase.
- Implementing team feedback and explaining design decisions.
- Developing gameplay systems and character mechanics.

Little Arms Studios, Manassas, VA — *Technical Designer*

MARCH 2015 - DECEMBER 2016

- Maintained proper documentation for office and remote collaboration.
- Presented solutions and improvements to team covering replayability.
- Led team of 10 in development and mentored company interns.
- Designed and implemented mechanisms using in engine editor.

Arrogant Wizard LLC, Remote — *Lead Developer*

NOV 2015 - JUNE 2017

- Balanced player abilities and mechanics in consideration of core gameplay loop, rewards, and team feedback.
- Designed scenarios according to central game idea and design documents for an interesting PVP and PVE experience, Implemented.

PROJECTS

Blubber Busters — *Thar Be Monsters*

Exciting high speed finesse platformer with metroidvania mechanics

Legends of Aria — *Citadel Studios*

MMO RPG inspired by Ultima Online offering players endless adventures

Air Brawl — *Landfall Games*

Action packed class based multiplayer deathmatch in the open skies

LANGUAGES

C#, C++, Lua, Python,
PapyrusScript, English,
Spanish (Working Ability)

SKILLS

Unity Engine

Unreal Engine

Valve SDK/Hammer Editor

Project Management

3D Studio Max

AWARDS

IGDA Scholar (GDC 2017)

Festival Selection (Magfest
Indie Videogame Showcase,
Boston FIG 2015)

Dean's List, Most Innovative
Design, Mobile Game
Competition Finalist

(George Mason University
School of Engineering/School
of Visual and Performing Art)

EDUCATION

George Mason University

August 2013 - May 2017

Computer Game Design BFA