

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

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

- Established core gameplay systems and extended existing code base for faster iteration on overall game.
- Presented solutions and improvements to team covering player experience and replayability.
- Led 10 person teams in developing multiple serious and entertainment focused games .
- Maintained proper documentation, spreadsheets, and asset lists for collaboration with team in office and remotely.

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

- Developed and designed gameplay and technical systems for *Strat X* with Lead Designer to be implemented in month long sprints. Systems are mounted onto custom programmed strategy game framework 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 and Mobile.
- 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

- Conferred 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 F2P expansion.

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.

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.

Hardware - Oculus Rift and HTC Vive knowledge.

Portfolio and References available upon request