Luis Brito

Contact Details

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703-477-3071

Education

George Mason University, Fairfax, VA

Major: Computer Game Design

Graduation Year: December 2017

Experience

Little Arms Studios, LLC Fairfax, VA

Game Programming Intern | March 2015 - Present

Mason Game and Technology Academy; Potomac Arts Academy

Teaching Assistant | June 2014 - Present

The Potomac Arts Academy runs a summer camp that teaches young students about many subjects in the STEM field. I helped teach children how to program with Java, make mods for the popular game, Minecraft.

George Mason University Game Analysis and Design Interest Group

Member | August 2013 - Present

Design Director | Jan 2015 – Present

GADIG is an organization where GMU students develop games outside of the classroom.

George Mason University Events Production

Events Technician | May 2014 – December 2014

Ambassador for Student Services on Campus. Met with clients to discuss layouts and needs for their events. Designed and built lighting, audio, and video setups for clients' events. Operated Mixer boards during events for audio and lighting.

Jamtech

George Mason University Representative | Dec 2014-Present

Jamtech is a game design event for young students in Northern Virginia. I was responsible for promoting this event and aiding students with game design and scripting in the Unity Game Engine. As well as assisting other TA's in using the Unity Engine

Applications

Unity 3D Game Engine

Unreal 4 Game Engine

3D Studio Max

Adobe Photoshop

Valve Software SDK

Blender Software

TES Creation Kit

Programming

Javascript

C#

Python

Java

C++

NodeJS