

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

Magfest Indie Videogame Showcase (2015) *Boston Festival of Indie Games* (2015) *Dean's List*, George Mason University (2016) *Most Innovative Design*, George Mason University Volgenau School of Engineering (2015)

EXPERIENCE

Lead Developer, Incendium Games, Miami, FL Aug 2016 - Present

- Designed and programmed systems for procedurally generating levels and quests to encourage emergent gameplay in *Phantom Halls*, a horror roguelike for PC.
- Developed gameplay for post greenlight development in anticipation for game release on Steam Early Access.

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

- Solo programmer on long term development of *Strat X*, a 4X, Turn Based Strategy game about colonization.
- Developed and designed gameplay and technical systems for game with Lead Designer to be implemented in month long sprints. Systems are mounted onto custom programmed strategy engine 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.
- 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

- Coordinated 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.

COMPUTER 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

Portfolio and References available upon request