

Luis Brito

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luisbritocreates.com

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/>

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BFA George Mason University, Computer Game Design 2017

Incendium Games 07/2016 - 01/2017
Lead Developer

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

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

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

Personal:

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

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

Contact Info available upon request.