Luis Brito

4400 University Dr, Fairfax, VA 22030 | (703) 477-3071 | luisybj@gmail.com | 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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Education:

BFA George Mason University, Computer Game Design

2017

Work History:

Incendium Games 07/2016 - 01/2017

Lead Developer

Performed design and development related tasks on Incendium Games' upcoming title, Phantom Halls. Tasks include developing dungeon procedural generation, designing and programming enemy systems, and polishing assets for use in final release build.

Arrogant Wizard LLC

11/2015 - 03/2017

Lead Developer

Programmed core gameplay for the company's upcoming title, and collaborated with the Project Lead on designs for the game's systems.

Little Arms Studios 08/2015 - 03/2017

Lead Designer

Duties involve managing and delegating to members of the project, making designs for and interpreting design documents I receive from the design team on the project, and making sure the programming side of the project is on schedule.

Suppressive Fire Games

01/2015 - 03/2016

Gameplay Programmer

Collaborated with team comprised of independent and AAA developers to address gameplay concerns, adapt and fix replayability, and program in new gameplay modules for Steam release candidate.

Personal:

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

References:

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

Contact Info available upon request.