

## Luis Brito

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### EDUCATION

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**George Mason University**, Fairfax, VA

B.F.A. 2017. Major: Computer Game Design. Minor: Computer Science.

### HONORS / AWARDS

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**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

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

- Developed gameplay and technical systems for *Strat X* with Lead Designer to be implemented in month long sprints.
- Wrote accompanying story beats and gameplay events with proper pacing suited for 4X Strategy gameplay.
- Designed scenarios according to central game idea and design documents for an interesting PVP and PVE experience.

**Technical Designer**, Little Arms Studio, Manassas, VA Aug 2015 - Dec 2016

- Scripted dialogue events and quest pop ups for asymmetrical co op gameplay.
- Presented solutions and improvements to team covering player experience and replayability.
- Designed levels and implemented scripts and events using in-engine editor.
- Maintained proper documentation, spreadsheets, and asset lists for collaboration with team in office and remotely.
- Led team of 10 in development and mentored company interns.

**Game Programmer**, Suppressive Fire Games, Boston, MA Jan 2015 - Mar 2016

- Collaborated with development team and incorporated feedback into new gameplay while preparing release candidate for Steam and PS Vita.
- Planned and programmed additional features to bolster dialogue and event systems in-level.
- Designed levels according to reference and provided constructive criticism to team for aesthetic and play consistency.

**Game Designer**, Landfall Games, Stockholm, Sweden Apr 2014 - Jun 2015

- Conferred with team members about community data while designing and developing PVP and co op gameplay.
- White Boxed levels and implemented assets surrounding player abilities, game modes, and movement mechanics.
- Designed gameplay and walked through personal workflow with growing team of developers for *Air Brawl*.

### TECHNICAL SKILLS

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**Unity 3D Game Engine** - 4 years - 5000+ 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 prototypes for experimenting with FPS gameplay and feel.

**Valve SDK / Hammer** - 2 years - Created three custom maps and game modes for "Team Fortress 2" as content for a gaming clan's community events.

**C#** - 4 years - Used for Unity and MonoGame coding.

**C++** - 3 years - Utilized for personal project work in UE4, SDL, and in editing SteamWorks SDK Wrappers.

**Python/Lua/PapyrusScript** - 3 years - Scripting for various mods in games such as Arma 3, Skyrim, GTA V, and others.

**3D Studio Max** - 2 years - Modeled characters, environments, and props. Rigged and skinned characters. White boxed levels and tested layouts.