Eddie Brazier

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Objective:
Seeking a software development co-op using skills in C#, Unity, and JavaScript.
Available May 2020 - August 2020.

Education:

Rochester Institute of Technology (RIT), Rochester, NY   Expected May 2023
Bachelor of Science, Game Design and Development   **GPA: 3.88**

Related Courses:
- Game Design and Algorithmic Problem Solving II (C#)
- Intro to Interactive Media (HTML/CSS)
- Interactive Media Development (Unity)

Related Honors:
- Named to RIT Dean's List Fall 2018 - Fall 2019

Skills:

Programming: C#, HTML, CSS, JavaScript, PHP
Software: Visual Studio 2019, Unity, Photoshop CC, Visual Studio Code, Github, Unreal Engine

Projects:

Ship of Shadows (Personal Project)   February 2020
- Collaborated with a team of 6 in a game jam to create a puzzle-platformer with lighting as the core mechanic
- Designed the "unequipped" and 'candle' lighting mechanics and implemented a finite state machine for the player
- Manipulated lighting to fit the retro graphical style
- "Best Design" winner of RIT Game Dev Club's Secret Game Jam

The A-Maze-ing Marionette (Personal Project)   November 2019
- Worked in a team of 5 to make a physics-based exploration game
- Applied model textures to give the game a "supernatural puppet theater" mood
- Designed and coded traps for the player to maneuver
- Implemented lighting that amplified the theater theming
- "Best Design" winner of RIT Game Dev Club's Day of the Dead Jam

Work Experience:

RITZ Sports Zone, Student Alumni Union   August 2018 - Present
Student Employee   Rochester, NY
- Prepare food across multiple stations to serve customers
- Cooperate with other employees to effectively serve customers, keep stations clean, and properly close them to ensure customer satisfaction