

Eddie Brazier | Game Developer

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Objective:

Seeking a software development co-op using skills in C#, Unity, and JavaScript.
Available from May 2021.

Skills:

Programming: C++, C#, HTML, CSS, JavaScript

Software: Visual Studio 2019, Visual Studio Code, Unity, Unreal Engine, Github

Education:

Rochester Institute of Technology (RIT), Rochester, NY
Bachelor of Science, Game Design and Development

Expected May 2022

GPA: 3.8

Related Courses:

- Game Design and Algorithmic Problem Solving II (C#)
- Rich Media (HTML/CSS)
- Game Design and Development 2(Unity)

Related Honors:

- Named to RIT Dean's List Fall 2018 - Fall 2020

Projects:

Dream(s): A Subconscious Collection (Personal Project) December 2020

- Worked solo for a game jam to create an atmospheric exploration game based around the theme of "Dreams"
- Working in Unity, I constructed environments and objects using simple primitives to create a dreamlike atmosphere
- "Best Theme" winner of RIT Game Dev Club's Game PaJAMa Party

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 Manager

Rochester, NY

- Prepare food across multiple stations to serve customers
- Manage student employees to effectively serve customers, keep stations clean, and properly close them to ensure customer satisfaction and adhere to food safety standards