EDDIE BRAZIER   GAME DEVELOPER

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SUMMARY

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

SKILLS

PROGRAMMING: C++, C#, HTML, CSS, JavaScript
SOFTWARE: Visual Studio 2019, Visual Studio Code, Unity Engine, Unreal Engine, Github, FMOD Designer

EDUCATION

Rochester Institute of Technology
Bachelor of Science Game Design and Development
Expected 2022

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

AWARDS

Golisano College of Computing and Information SciencesRIT Dean's List
Named to RIT Dean's List Fall 2018 - Fall 2020

PROJECTS

Dream(s): A Subconscious Collection
Dec. 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)
Nov. 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

EMPLOYMENT

RITz Sports Zone
Student Manager · Fall 2018 to Current · Rochester Institute of Technology
- 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

ACTIVITIES

RIT Game Dev Club · Event Coordinator
Feb. 2020 to Current
- Help organize events such as weekly presentations, weekly game nights, and game jams.