

BRANDON STORM OTIS

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<https://chromaticflint.github.io/>

RELEVANT EXPERIENCE

Fantasy Flight Games – Roseville, MN, December 2021 - Current

- Application Developer

Responsibilities:

- C# Programmer
- Maintained existing applications for mobile, and native Windows/macOS applications
- Identified and resolved defects and issues
- Implemented new systems and tools
- Collaborated with Content Development to generate the appropriate tools to aid in game development
- Built and deployed builds to the App Store, Google Play, Amazon, and Steam platforms

StormForged – Minneapolis, MN, May 2021 - Current

- Founder & Independent Developer
- Released Solo Cross-Platform Mobile Game

Responsibilities:

- C#/C++ Programmer
- Game Designer
- Business Systems Developer
- Level Designer
- UI Developer
- Deployment Manager

Open Systems Technologies – Minneapolis, MN, November 2018 - May 2021

- Quality Assurance Practice Lead, Application Development Manager

Responsibilities:

- Created Quality Assurance practice standards and procedures
- Managed and grew the Quality Assurance practice and development team from 1 to 22 members
- Created Quality Assurance skills and performance metrics
- Created Quality Assurance, and App Dev quarterly and annual goals
- Developed quality standards throughout the business
- Hired and mentored new Quality Engineers, and Application Developers
- C# & JavaScript Programmer

Total Expert – Eden Prairie, MN, May 2017 - November 2018

- Security Engineer
- Technical Lead of Quality Assurance and Security

Responsibilities:

- Created and structured Quality Assurance department standards and procedures
- Managed Quality Assurance team
- Planned and Integrated security
- Performed security assessment testing
- Implemented security into CI infrastructure
- Developed security automation
- Python Programmer

The Nerderly – Bloomington, MN, March 2013-May 2017

- Security Analyst, July 2015 – April 2017
- Senior Quality Assurance Engineer, May 2015 – July 2015
- Quality Assurance Engineer, March 2013 – May 2015

Responsibilities:

- Developed and deployed new security processes
- Interpreted and created vulnerability reports and provide recommendations to clients
- Performed security assessment testing on web and native mobile applications
- Worked directly with development and UX teams to provide guidance for identified security weaknesses

Activision Minneapolis Publishing – Eden Prairie, MN, June 2010-March 2013

- Quality Assurance Senior Functional Tester

Responsibilities:

- Created alpha, beta, and release test plans for AA and AAA video game titles
- Led team of Quality Assurance Engineers through various projects and requirements
- Worked directly with development to provide guidance for identified security weaknesses

TECHNICAL PROFICIENCIES

Programming Languages & Frameworks:

- C#
- Selenium
- Cypress
- C++
- JavaScript
- Unity DOTS/ECS
- TypeScript
- Python
- React
- Shell Scripting
- RESTful APIs

Tools:

- Unity
- Git & Git LFS
- Postman
- Unreal
- Xcode
- Burp Suite
- VSCode
- SQL
- Command Line
- Unity Cloud Deploy
- Android Studio