

Evan Brisita

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Education:

University of Michigan

Ann Arbor, MI

- **Major:** Computer Science Engineering **Expected Graduation: April 2019**
- **Relevant Courses:** 494 Video Game Dev, 499 Video Game Research, 442 Computer Vision, 482 Operating Systems, 484 Databases, 493 User Interfaces, 390 VR Entrepreneurship

Skills:

- **C++**, **C#**, Python, Kotlin, **Windows**, Linux (Ubuntu 14.04, 16.04, and RedHat), OS X, **Git**, Unity Collab **Visual Studio**, PyCharm, Sublime, **Unity**, Google Drive, **Photoshop**, **Blender**

Work Experience:

Ruist Inc Software Intern: Product Reporting/Analytics (Kotlin, Typescript) May 2018 - Aug 2018

- Delivered initial version product reporting from the ground up at fast paced startup in a team of three
- Instrumented full stack web client to database data pipeline collecting business and user reporting metrics
- Created API endpoints and clients for reporting metrics, Single Sign On security, and system diagnostics

Instructor Assistant: EECS 494 Game Development Aug 2018 - Dec 2018

- Provided feedback and grading on student assignments and projects for iteration and improvement
- Tested student projects to discover bugs and missing functionality from assignment specs

Camp Instructor: MiBYTES Game Dev Summer Camp Aug 2017 - Aug 2017

- Taught game development, debugging, and programming skills to highschool students
- Led and recorded tutorials to create references for students as they worked on group projects
- Accounted for and ensured the safety of students daily between travel to and from campus locations

Project Experience:

Research Project: Eyes in the Sky (Unity/Mixer) (VR and Streaming) Jan 2019 - Apr 2019

- Combined online game streaming with VR gameplay using viewer actions to help the streaming player
- Worked with Mixer API to manage viewers and translate their unique, live clicks into lasers in game

Team Development Project: Scrappy Puppies (Unity) (1st Place Showcase) Oct 2017 - Dec 2017

- Produced builds and conducted playtests weekly developing in a small team of four for the final showcase
- Scripted environment and combat while also creating the art assets and VFX to fit our junkyard theme

Team Development Project: NES Metroid Vertical Slice Remake (Unity) Sep 2017 - Oct 2017

- Recreated initial zones by programming and reimplementing all mechanics, animations, and enemy AI

Top Game Jams

- Team: Muttnik (Unity) (2nd Place) Oct 2018 - Oct 2018
- Team: Chain of Command (Unity) (1st Place) Jan 2018 - Jan 2018
- Team: Ballast Blast (Unity) (1st Place) Oct 2015 - Oct 2015

Extracurriculars:

Instructional Lead: Wolverine Soft Game Development Club Sep 2015 - 2019

- Created and discussed video game development with peers through Game Jams and meetings
- Directed and created new tutorials and format to teach new members core Unity and C# skills
- Integrated a show and tell period into weekly meetings to increase retention and highlight development