**Brandon Martinez**

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**QUALIFICATIONS SUMMARY**

Dedicated and detail-oriented junior programmer with a solid foundation in computer science, two years of professional experience, and a passion for solving complex problems. Proficient in various programming languages, including C#, C++, and Javascript. Committed to staying up-to-date with emerging technologies. Adept at collaborating with cross-functional teams to deliver high-quality software solutions within tight deadlines. Eager to contribute technical skills, creativity, and a strong work ethic to a dynamic development team.

**EXPERIENCE**

**TaxAct Account Support Specialist, Remote** November 2023 – April 2024 &October 2024-April 2025

* Worked in a completely remote environment where I coordinated with other specialists
* Connected with and assisted customers with all manner of issues and queries
* Met and exceeded several performance quotas consistently, placing myself among the highest performing employees

**Waiter, Filippo’s Italian Restaurant, Milwaukee, WI** September 2018-Present

* Provided exceptional service to guests by greeting them warmly, taking orders, and ensuring their needs were met promptly
* Collaborated with kitchen and bar staff to streamline communication and ensure smooth operations
* Addressed customer concerns and complaints with a proactive and positive attitude, seeking solutions to ensure customer satisfaction

**Warhammer Store Manager, Games Workshop, West Bend, WI** April 2021-February 2022

* Managed all aspects of daily store operations, including sales, inventory, cleaning, stocking, and customer service
* Cultivated relationships with customers to foster a community of excitement and engagement, resulting in record-high sales
* Monitored financial performance against targets and implement cost-control measures when necessary

**Game Programmer (Internship), Forever Interactive, Visions of Zosimos, Milwaukee, WI** February 2018-July 2018

* Led a feature team of eight members to develop new game content
* Implemented sweeping changes to game balance based on player feedback received via social media
* Assisted various teams in better integrating Scrum & Agile methodology into their work to improve performance
* Programmed fundamental system reworks in C++ to create a more comprehensive framework for handling future features

**Game Programmer (Internship), Digital Iris, Salvo, Racine, WI** October 2017-July 2018

* Developed and maintained asset database for easy team reference in the game development process
* Coded responsive artificial intelligence behavior to oppose a human player
* Created backstories and lore for characters and the in-game universe
* Performed creative and administrative tasks when needed, including customer feedback integration, designing a game level, and making code improvements when requested

**EDUCATION**

**University of Wisconsin-Stout, Menomonie, WI**  September 2020-May 2023

Bachelor of Science Degree in Computer Science, *Cum Laude*, Minor in Mathematics GPA: 3.61

**Achievements**: Award-winning Capstone Project,Dean’s List (6-time recipient across 6 semesters)

**Activities**: International Game Designer’s Association Member and Speaker, Vice President of Blue Devil Smash, Treasurer of Stout Tabletop Gaming Club

**Milwaukee Area Technical College, Milwaukee, WI** September 2017-May 2019

Associate of Applied Science Degree in Computer Simulation and Gaming, *Honor Degree* GPA: 3.73

**Achievements**: Dean’s List (8-time recipient across 8 semesters)

**Activities**: Capstone Project Team Lead, Treasurer of MATC Mothership Game Development Club

**SKILLS**

• C# • C++ • Javascript • Python • Blender • Eclipse IDE • Microsoft Suite • Unreal Engine • Unity Engine • Visual Studio IDE • Scrum & Agile • POS Systems • Public Speaking • Inventory Control • Team Management • Project Management • Organizational Leadership • Customer Service • Object-Oriented Design • Conflict Resolution