**Brandon Martinez**

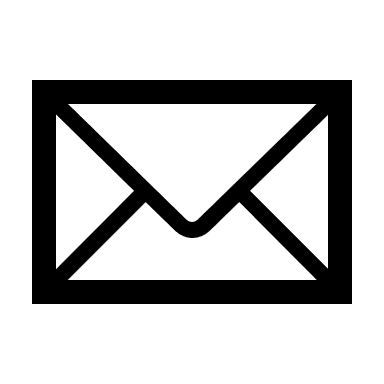
G A M E D E S I G N E R / S O F T W A R E E N G I N E E R

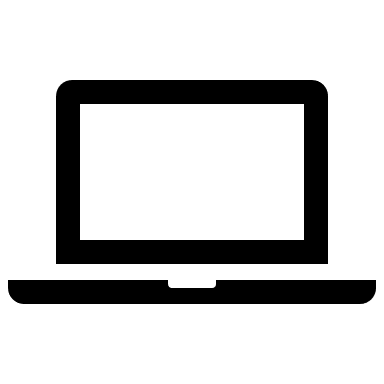
I am an accomplished professional game developer, programmer, and software engineer with six years of work experience as well as four years of management experience. I have worked at several game development studios full-time both during my education and following it. I am highly skilled in all facets of programming and design, including leading such teams and integrating feedback.

C O N T A C T

1100 South 87th street, West Allis, WI

414-507-1065

**Email** / Brandonm417@gmail.com



**Portfolio** /<https://free417.github.io/>

E D U C A T I O N

**University of Wisconsin – Stout**

Menomonie, WI

* Bachelor of Computer Science Game Design & Development Emphasis with a minor in Mathematics
* Graduated with honors: May 2023

**Milwaukee Area Technical College**

Milwaukee, WI

* Associates of Computer Simulation and Gaming Design Emphasis
* Graduated with honors: May 2019

S K I L L S

**Highly developed leadership and team management skills:**

* Experience with conflict resolution
* Accustomed to feature team environment
* Proficient in Scrum & Agile

**Experienced with the following Programming Languages:**

* C#
* C++
* Javascript
* Python

**Experienced with the following software applications:**

* Blender
* Eclipse
* Microsoft Suite
* Unreal
* Unity
* Visual Studio

**I am also capable of:**

* Excellent customer service
* Intermediate graphic design
* Advanced Object-Oriented Design (OOD)
* Technical document creation and maintenance

G A M E D E V E L O P M E N T E X P E R I E N C E

**Associate Developer**

**Salvo**

**Digital Iris / Franklin, WI / October 2017-July 2018**

* I developed advanced game documentation used for design reference by team members
* I created and implemented responsive and dynamic computer behavior to oppose the player
* I wrote backstories and lore for the characters and the in-game universe
* I achieved several other smaller tasks; such as customer feedback integration, designing one of the levels, and making small code improvements when requested

**Mechanics Designer and Feature Team Lead**

**Visions of Zosimos**

**Forever Interactive / Milwaukee, WI / February 2018-July 2018**

* I made large sweeping changes to game balance based on player feedback
* I led a feature team in the development of a new in-game faction
* I assisted the various teams in better integrating Scrum & Agile methodology into their work
* I handled programming fundamental system reworks to implement new features

O T H E R W O R K E X P E R I E N C E

**Warhammer Store Manager**

**Games Workshop / West Bend, WI / April 2021–August 2021, December 2021-February 2022**

* I fully ran a Warhammer storefront, including sales, cleaning, stocking, and generating customer engagement
* I cultivated relationships with customers to build a community that generated excitement and engagement
* I handled several complex logistical difficulties within the storefront

H O N O R S & A W A R D S

* *Eagle Scout* | Scouts of America | February 2017
* *Cum Laude* | UW-Stout | May 2023
* *Graduated with honors* | MATC | May 2019