

WORK EXPERIENCE

Lead Game Developer - Bolder Games | Boulder, CO | 06.28.2021 - Present

- Generalist developer for all prototype efforts including systems engineering, gameplay programming, standardizing codebases, implementing automated Unit Testing, development of experimental features compatible with Unreal Engine 4 and Unity, and development-side effort assessments
- Implemented platform-specific updates, bug fixes, and standardized similar functionalities for the following titles: Starballs, The adventures of Spunk and Splat, Roboshark Rampage
- Led development of platform ports for pre-existing in-house titles for the following platforms: Switch, Xbox, Steam PC & Mac, iOS, Android

Data Science Intern - OctaneX Technologies | Denver, CO | 06.2018 - 06.2019

- Assisted in the development of the OctaneX Optimizer software by designing and implementing the core algorithms for product generation and optimization using linear and nonlinear programming, automatic analytics report generation

EDUCATION

University of Colorado | B.A. in Mathematics - Concentration in Applicability & Statistics; French Minor | 08.2019

SKILLS

Programming: C++, C#, Lua, Python, HLSL, Visual Studio 2019, Visual Studio Code

Development: Unreal Engine, Unity, Love2D, Blender, GIMP, Microsoft Office

PERSONAL PROJECTS

Project Myrmidon | <https://github.com/GeorgesABrunet/ProjectMyrmidon>

- A game that involves realistic gliding and use of a grappling hook to navigate a procedural world with flying wooden boats and floating rocks with a game loop oriented around capturing enemy ships to ease travel to avoid an ever-approaching deadly storm cell

Project Warden | <https://github.com/GeorgesABrunet/ProjectWarden>

- A game that involves instanced mission worlds with completion goals and ability-based combat with power of abilities determined by rotational velocity and timed releases. Spin to Win!

Curse Eater | repository currently private | view progress at <https://georgesbrunet.com/CurseEater>

- A game that involves a deep element based combat system dynamically affected by an ever-changing weather system making use of volumetric clouds. Art style uses cel shading and a Kuwahara paint filter

Game Jams | <https://pootpootpoot.itch.io/> | 07.2020 - Present

- A multitude of game jams I've participated in alone or in a team, at <https://georgesbrunet.com/GameJams>

GD50 | <https://github.com/GeorgesABrunet/gd-50> | 05.2020 - 11.2020

- Completed game projects in Lua on Love2D including: Pong, Flappy Bird, Breakout, Match 3, Super Mario Bros., Legend of Zelda, Angry Birds, and Pokemon
- Completed game projects in C# on Unity including: 3D Helicopter Game, Dreadhalls, and Portal

CERTIFICATIONS

HarvardX - Computer Science for Game Development Certificate | 05.2020 - 11.2020

RITx Rochester Institute of Technology | Unreal Engine Foundations Professional Certificate | 12.2020