Georges Brunet

Experience

Bolder Games   Boulder, CO
Lead Software Developer   April 2022 - present
- Leading the architecture and development of systems implementations for projects of third-party clients (including Disney Imagineering) and in-house game prototypes.
- Working on various aspects of development, including: Gameplay Systems, Locomotion & Animation Systems, Networking, Audio, Physics, and AI Behavior systems in collaboration with audio, design, and animation teams.
- Collaborating with various teams to create Tools in accordance to their needs to optimize product generation pipelines and development workflows.
- Creating and maintaining documentation and diagrams for new and existing systems.
- Conducting and deploying performance analysis and code optimizations on large existing codebases as well as Unit & Functional Testing.

Game Developer   June 2021 - April 2022
- Generalist developer for both release candidates and prototypes using Unreal Engine and Unity implementing various systems, gameplay programming, standardizing codebases, implementing automated Unit & Functional Testing, and tools engineering.
- Implemented platform-specific updates, bug fixes, and standardized similar functionalities for the following titles: Starballs, The adventures of Spunk and Splat, Roboshark Rampage.

OctaneX Technologies   Denver, CO
Data Science Intern   June 2018 - June 2021
- Assisted in the development of the OctaneX Optimizer software by designing and implementing the core algorithms for product generation using linear and nonlinear programming, and developed tools for automatic analytics report generation.

Skills

- **Programming:** C++, C#, C, Lua, HLSL (familiarity), Visual Studio 2019, Visual Studio Code
- **Development:** Unreal Engine (UE4 & UE5), Unity, Love2D, Blender, GIMP

Personal Projects

Project Myrmidon | https://github.com/GeorgesABrunet/ProjectMyrmidon
- An in-development solo project that involves realistic networked grapple hook physics, melee combat, advanced locomotion & animation systems and aerial ship combat.

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!

Game Jams | https://pootpootpoot.itch.io/
- A multitude of game jams I've participated in alone or in a team, at https://georgesbrunet.com/GameJams

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Education

University of Colorado | B.A. in Mathematics - Concentration in Applicability & Statistics ; French Minor   August 2019

Certifications

HarvardX - Computer Science for Game Development Certificate   May 2020 - November 2020
RITx Rochester Institute of Technology | Unreal Engine Foundations Professional Certificate   December 2020