

## WORK EXPERIENCE

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### 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

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

## SKILLS

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

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

## PERSONAL PROJECTS

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### 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.html>

- 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.html>

### 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

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

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