

Bryant Cannon

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University of Southern California
School of Cinematic Arts
Class of 2010
B.A. in Interactive Entertainment

objective

To contribute my strong technical skills, creative design talent, and problem-solving expertise to the games industry as a designer and gameplay programmer.

creations

Cars 2 AppMATes: (2011) *Programming* – Innovative sandbox adventure game for iPad that requires interface with physical toys. Responsible for planning and implementing core player and camera movement, a multi-dimensional spline system, and most other key gameplay features.

Temple Run: Oz: (2013) *Programming* – Continuation of the Temple Run infinite runner series, featuring multiple environments and a new weekly objectives system.

The Towers Effect: (2010) *Design/Programming* – 2½-D puzzle-platform game in which the player breaks the laws of physics to escape a laboratory. Collaborated with a single other designer/programmer and a group of artists, and shared responsibilities in code, design, and production.

Wizard Duel: (2010) *Design/Programming* – Ranged fighting game compatible with Microsoft Kinect for an experimental games class. Collaborated with team on systems design, and programmed core gameplay mechanics and Kinect connectivity.

Strange Route: (2010) *Design/Programming* – Small, 3-D networked multiplayer game made in 48 hours for the 2010 Global Game Jam. Programmed core gameplay and network functionality.

The God Game: (2009) *Design/Programming* – Top-down “God” game in which the player assumes the role of God, and must earn love and respect from their subjects. Designed and implemented character AI, as well as most gameplay systems.

Haven on Fire: (2009) *Design/Writing* – Game story concept about the fall of a corrupt utopian society, featuring a broad dynamic narrative and diverse mechanics.

Resurrection Plant: (2008) *Design* – Functional strategy game prototype involving the genetic engineering of plants.

Pipeline: (2008) *Design/Programming/2D Art* – Tile-based puzzle game in which the player dismantles a bomb by arranging tiles around a circuit board. Individual school project.

work

Disney Mobile – *Associate Engineer* – Jan. 2011-present – Brainstorm, plan, and implement key gameplay elements and low-level systems in Unity and UIKit. Coordinate with designers, artists, and sound engineers to bring gameplay ideas to reality.

Square-Enix – *QA Tester* – July 2010-Jan. 2011 – Helped ensure that each game project we receive is in shippable condition, by reporting bugs and inconsistencies back to developers.

USC SCA Post-Production – *Help Desk Tech* – Jan. 2009-May 2010 – Instructed and assisted cinema students working with Avid editing software, and collaborated with co-workers to solve technical problems across the entire Post-Production floor.

courses

CTCS-460 – *Introduction to Artificial Intelligence* – A study and practice in both common and cutting-edge AI routines, such as A*, computer learning, and genetic algorithms. Created four small projects that perform these routines, written in C++.

CTIN-489 – *Intermediate Game Design Workshop* – A lab-style class in which each pair of students produced a complete digital game, bringing it from the whiteboard to reality in a single semester. We had hands-on experience with an iterative playtesting approach to game development. (See *The God Game* above)

CTIN-499 – *Immersive Game Development* – I pitched and helped develop a game that utilizes Microsoft Kinect. My team and I created a working Kinect game before the end of the semester. (See *Wizard Duel* above)

skills

Unity/UnityScript – 5 years **C#** – 2 years **C++** – 10 years
Objective-C – 2 years **Maya** – 3 years
Other: 3DS Max, Blender, Torque, Avid, Final Cut Pro, Premier, Photoshop