

# Brandon Balderas

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[Portfolio](#)

[mezzaninegames.itch.io](https://mezzaninegames.itch.io)

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## Technical Skill

- HTML/CSS
- Unreal Blueprints
- Documentation
- Web Development
- Microsoft/Google Suite
- Creative/Technical Writing
- Python/Lua Scripting
- Windows/Mac OS

## Professional Skills

- Project management
- Customer Service
- Iterative Design
- Problem Solving
- Conceptualization
- Communication
- Critical Thinking
- Collaboration

## Education and Proficiencies

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### Bachelors of Communications w/ Focus on Media Studies (2020-2022)

Relevant Courses - New Media Technologies, Independent Study - Senior Year, Electronic Media Law/Policy, New Media Technologies, Rhetoric and Critical Writing Comm. Methods

### Associates of Science - General Studies (2020)

Relevant Courses - Intro to Software Design, Statistics I/II, C++ I

### Google Analytics Certification (2020)

## Professional Experience

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### Starbuck Coffee Company - Barista and Shift Lead 2011 - Present

- Provide exceptional customer service across a range of topics from beverage quality and coffee history to coffee technology and company policy.
- Lead teams to help drive sales, maintain target sales times and contributed to improvements in customer connection scores.
- Identifying root causes and providing solutions to customer problems.
- Train new partners in one-on-one sessions and group learning environments.
- Experienced in motivating partners to develop, grow and achieve their best.

### Freelance Writer/Editor 2020 - Present

- Create story lines, dialogue and plot either whole cloth or from existing ideas.
- Edit, iterate and refine ideas to fit client specifications.
- Work within the context of structured deadlines and under NDA conditions.
- Concise and grammatically correct writing that maintains reader/player engagement.
- Masterful grasp on the differences between their, there and they're as well as who and whom.

### Mezzanine Games - Founder and Lead Developer 2013 - Present

- Developed and created all IP's, code, art, writing and marketing assets.
- Self-motivated learning of game engine documentation and features.
- Maintenance of social media presence and game marketing campaign.
- Collected analytics and data to assess player feedback and iterate changes based on feedback.
- Worked as part of a small team to design, prototype and test projects.
- To date two titles have shipped, the most recent being in 2021.