

Brandon Balderas

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[Portfolio](#)

mezzaninegames.itch.io

Technical Skill

- HTML/CSS
- Unreal Blueprints
- IT Support/ Help Desk
- 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

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)

Relevant Professional Experience

Freelance Game Developer - Mezzanine Games.....2020 to 2022

- Worked under NDA conditions to write, design, code and ship title.
- Iteratively developed the core idea and tenets of gameplay to fit client design goals and documentation.
- Collected and aggregated player data and metrics to inform design decisions moving forward.
- Maintained productivity and schedule across remote work and different time zones.
- Engaged in Community management and interacted with players to gauge feedback and better resolve technical issues.
- Managed project scope and size to client specifications.

Contract Writer/Designer - Our Eldritch Realm.....Jan. - Aug. 2023

- Collaborated as part of a small team to write, edit and ship a hard-cover supplement module for the Dungeon and Dragons ruleset.
- Worked with a cross-dicipline team of designers, artists and producers to develop and test content including rulesets, production schedules and mechanics.
- Maintained NDA conditions during development and reported to project lead with all changes and milestones.
- Quality assurance and fidelity through the project's life cycle.

Web Developer/Technical Support - Mezzanine Games.....2020 to 2024

- Designed and developed Mezzanine landing page for games section on Itch.io
- Ensured that updates, patches and bug fixes were compatible with players OS and that patches were integrated into the main branch.
- Developed person site for hosting and linking of all Mezzanine Games products and works.
- Worked with modern web design philosophies to ensure ease of use, readability and proper UI/UX, both in game and on the website side.
- Maintain proper game and tech documentation of the titles and development pipeline.

Freelance Videographer/Editor - Maximus Games.....2020 to 2022

- Responsible for the sourcing, editing and shipping of game trailers and clips.
- Displayed solid grasp of DaVinci Premier as video editing software with the ability to pivot to Final Cut or Vegas.
- Ensured the final product worked to highlight the game on display by using visual language to tell the story.
- Displayed use proper Color correction, light balance and seamless edits and transitions.
- Responsible for ensuring the video footage fit within client requirements for web and mobile formatting.

Voice Talent/Audio Producer.....2020 to Current

- Working voice talent across genres including commercial, advertising, animation and games.
- Experience working with clients across multiple time zones and localities while remaining on schedule and productive.
- Experience working freelance as well as within the larger context of a full media production company.
- Provided voice work on multiple indie titles, including “Chef Express” by Inowize.
- Strong grasp of editing and mixing technologies and skills to ensure ideal levels, balance and sound quality.
- Ability to adapt and take direction to meet the goals and vision of the client and project timeline.

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 to problems and providing solutions to customer issues.
- Train new partners in one-on-one sessions and group learning environments.
- Experienced in motivating partners to develop, grow and achieve their best.