

Brandon Ellis

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Education

UNIVERSITY OF MARYLAND: BALTIMORE COUNTY | 2017- MAY 2021

- Computer Science BS, GPA: 4.0
- Mathematics Minor
- Honors: 7-time Dean's/President's List (Fall 2017- Fall 2020)

Skills

Programming:	GDscript, C, C++, HCL, Lua, Javascript, React, HTML,
Software:	Godot, Terraform, SSH, Git, VS Code, Ansible
Operating Systems:	Windows, Linux (AWS, Ubuntu, RHEL7)

Projects

YONKO BATTLE | 2018 - 2019

- Created UI, visual effects, and Shop/Gacha mechanics for online multiplayer strategy mobile game "Yonko Battle" in the Godot Engine

BIT RUSH | 2019-2020

- Project Lead, created a visual novel + platformer crossover mobile game that utilized complex 2d platformer pathfinding to provide simple controls over a hoard of characters using the Godot Engine

TINY TACTICIANS | 2020

- Lead Programmer, created a online multiplayer mobile game which twisted rules of "Checkers" into an action-strategy game filled with various characters and new mechanics
- Organized with a 4-man team using scrum standups and maintaining a running burndown chart across 4 months that prioritized certain game features.

Work Experience

APPLIED INSIGHT | CLOUD AUTOMATION ENGINEER & INTERN | MAY 2020-PRESENT

- Used Terraform and Terragrunt modules to create AWS Cloud-Based solutions

DONORSEARCH | IT INTERN | OCTOBER 2019-FEBRUARY 2020

- Refactored company web pages and created tools such as a chrome plugin and a batch API caller

Activities and Interests

EAGLE SCOUT | BOY SCOUTS OF AMERICA | 2010-2017

ACADEMIC COURSEWORK

Software Engineering
Computer Graphics for Games

Computer Networking
Intro to Artificial Intelligence