

Brandon Moss

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WORK EXPERIENCE

PacketZoom Inc.

May 2018 – October 2018

Game Programmer and Network Engineering Intern/Contractor

San Mateo, CA

- Built and shipped an online multiplayer game, "PacketBall", for Android and iOS as a demonstration of PacketZoom's networking plugin and protocol.
- Worked with networking engineers to enable a functional mobile game that tests the product.
- Designed and programmed the game from start to finish on both iOS and Android.

UMG Gaming

March 2017 – September 2017

Android Development Contractor

Woodstock, GA

- Built and shipped an Android application for eSports Tournaments.
- Designed and implemented Android UI.
- Utilized Android functionality such as cameras and Google Services.

Marietta High School

August 2016 – May 2017

Volunteer Unity and C# Teacher

Marietta, GA

- Taught high school students about Unity and C# twice a week.
- Followed the courseware and presented it through teaching to the students.

EDUCATION

Kennesaw State University

Fall 2015 - July 2019

BS, Computer Game Design and Development

Marietta, GA

- Multitude of complete, semester-long projects and important courses.
- Abet-Accredited Major
- Research assistance in Augmented Reality, Virtual Reality, and Motion Capture.

LEADERSHIP EXPERIENCE

KSU Game Design and Development Club

August 2017 – Present

Co-President, Event Coordinator

Marietta, GA

- Two years of leadership and activity planning as Event Coordinator for the first year and Co-President for the second.
- Planned and lead events and meetings every week, including bi-annual Game Jams.
- Communicated with local game companies to host events at the university.

KSU Residence Hall Association President

August 2017 – July 2019

Co-President, Event Coordinator

Marietta, GA

- Two years of leadership and activity planning as Event Coordinator for the first year and Co-President for the second.
- Planned and lead events and meetings every week, including bi-annual Game Jams.
- Communicated with local game companies to host events at the university.

SKILLS & INTERESTS

- Participation in 9 Game Jams (48-hour game development sessions)
- **Skills:** [Official Unity Certification](#); C#; Java; C++; Kotlin; Unreal Engine 4; Unity 5+; Android Studio; XCode; Microsoft HoloLens; HTC Vive; Reaper Digital Audio Workstation;
- **Interests:** Game Jams and Hackathons; music/music composition; traveling; comic books