Brandon Moss
Programmer - Game Designer - Musician
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WORK EXPERIENCE

SOUTHERN COMPANY, Atlanta, GA
Technology Innovation Intern, May 2019-July 2019
- Worked on multiple Virtual Reality, Augmented Reality, and Mixed Reality projects. Operated over 30 different product's hardware.
- Showcased projects to 100+ guests during demos held in Georgia and Mississippi

PACKETZOOM, INC., San Mateo, CA
Game Programming and Design Intern/Contractor, May 2018 – October 2018
- Built *PacketBall*—an online multiplayer game in Unity for Android and iOS—from start to finish as a demonstration of PacketZoom's Unity networking plugin and protocol.
- Interfaced with networking engineers to enable a game that successfully tests PacketZoom's networking protocol.

UMG ESPORTS, Woodstock, GA
Android Development Contractor, March 2017 – September 2017
- Built and shipped *UMG Gaming*, an Android application for eSports Tournaments.
- Designed and implemented Android UI using Android Studio.
- Utilized Android functionality such as the camera and Google Play Services.

MARIETTA CITY SCHOOLS, Marietta, GA
Volunteer Unity and C# Teacher, August 2016 – May 2017
- Taught high school students about Unity and C# twice a week.
- Learned the official Unity courseware and presented it to the students through teaching.
- Became Unity Certified.

SKILLS AND INTERESTS

Skills:
- C++, C#, Java, Kotlin
- Unreal Engine 4, Unity 5+, Android Studio, XCode, REAPER Digital Audio Workstation
- Microsoft HoloLens, HTC Vive
  Official Unity Certification

Interests:
- Game Jams and Hackathons (Participation in 9 Game Jams)
- Playing instruments, music composition, singing, traveling

EDUCATION

Kennesaw State University
Abet Accredited BS in Computer Game Design and Development, Fall 2015 - July 2019
Research in Augmented Reality, Virtual Reality, and Motion Capture.
- Multitude of complete, semester-long mobile, computer, and VR projects.
- Relevant coursework: Data Structures, Studio/Capstone, Game Design, Software Engineering, User-Centered Design, Physics, Computer Graphics, Calculus, Discrete Structures, VR/AR, Mobile Game Development, 3D Modeling, Linear Algebra, Management & Behavioral Sciences, Statistics, Algorithm Analysis, Artificial Intelligence, Leadership Studies

LEADERSHIP EXPERIENCE

KSU Game Design and Development Club President and Event Coordinator for two years.
- Planned semesterly Game Jams
- Led weekly events and meetings
- Communicated with local game studios for events at the University.

KSU Residence Hall Association President for three years.
- Started as a single dorm building President, made my way up to the University President. • Planned large-scale events on both KSU campuses
- Led every executive and general body meeting.