

Brandon Moss

Programmer – Game Designer - Musician

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WORK EXPERIENCE

PACKETZOOM, INC., San Mateo, CA

Game Programming and Design Intern/Contractor, May 2018 – October 2018

- Completely built “PacketBall”, an online multiplayer game in Unity for Android and iOS, as a demonstration of PacketZoom’s Unity networking plugin and protocol.
- Interfaced with networking engineers to enable a game that successfully tests the product.
- Designed and programmed the game from start to finish on both iOS and Android.

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 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.
- Followed the courseware and presented it through teaching to the students, leading to becoming 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, [singing](#), [playing instruments](#), [music composition](#), traveling, comic books
- Participation in 9 Game Jams (48-hour game development sessions)

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 projects and important courses.

LEADERSHIP EXPERIENCE

- KSU Game Design and Development Club Co-President and Event Coordinator over two years, planning semesterly Game Jams and leading weekly events and meetings as well as communicating with local game studios for events at the University.
- KSU Residence Hall Association President for three years; starting as a single dorm building President, making my way up to the University President. This involved planning large-scale events on both Kennesaw State University campus’ and leading every executive and general body meeting.