Bryan Ambriz

With passion and enthusiasm, I strive to add diversity and quality to game and software development.

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https://bambriz.wixsite.com/elbukigwapo

www.github.com/bambriz

SKILLS & COMPETENCES

Lua ●●●●●

C# ●●●●●

Python ●●●●○

C++ ●●●●○

Unity ●●●●○

JavaScript ●●●○○

Corona SDK ●●●○○

PhotoShop ●●●○○

C ●●●○○

Unreal Engine 4 ●●●○○

Java ●●○○○

EDUCATION

B.S. Computer Science: Computer Game Design
University of California Santa Cruz

09/2012 – 12/2017 *Santa Cruz, CA*

Courses

- Game AI
- Game Narrative
- UX Design

WORK EXPERIENCE

QA, Intern
Chronic Logic LLC

01/2014 – 09/2014 *Santa Cruz, CA*

Chronic Logic LLC was an American independent video game developer and publisher located in Santa Cruz, California, United States.

Tasks/Achievements

- CLIMB! (A 2D mountain climbing arcade game for the Xbox 360) Designed new levels for multiplayer & the main campaign using built-in level editor; contributed code to built-in level editor using C#; tested all levels& new features that were added with each version of the game & reported bugs.

Contact: Kevin Grove – kmg.zhg@gmail.com (831) 335-5313

Summer Camp Instructor
ID Tech

06/2015 – 08/2015 *California*

iD Tech is a leader in summer STEM education programs for students ages 6–18.

Tasks/Achievements

- Supervised 8 students at a time; created & taught courses including: FPS design with Unreal Engine 4,modding minecraft with Java, & level design with Hammer for Team Fortress 2 & Portal 2.

Summer Camp Lead Instructor
ID Tech

06/2017 – 08/2017 *Santa Clara, CA*

iD Tech is a leader in summer STEM education programs for students ages 6–18.

Achievements/Tasks

- Supervised other instructors and staff while also teaching courses in Unreal Engine 4, Maya, and RPG Maker.

Contact: Amber Kantner – (213) 357-8306

PERSONAL PROJECTS

Game World (2013)

- Action side-scroller made with Game Maker's built-in scripting language.

Core Corruption (2014)

- Top-down (2D) shooter game in a team of 4 using melon.js library; contributed:player controls, collision detection, & enemy spawning.

PCG Dungeon Research (2015)

- Contributed code to improve enemy AI using C# in Unity; calibrated thecorrect distance for collision of player weapons and enemy hit boxes using C# in Unity.

Dynamic Difficulty Shmup (2016)

- Shooter that matches the skill of the player; lead programmer;contributed: player movement (Android & PC), HFSM that changes the behaviour of enemy spawning andplayer controls; coded in Lua using Corona SDK; team of 3

Sa Mata ni Nelya (2017)

- A VR narrative game that explores a the life of a young, Filipina girl during the Japanese occupation. Built in Unity using Oculus Rift CV1 and touch controllers.
- Lead Programmer, Contributed mainly to VR controls and user experience. Built in a team of 11