

Branden Bean Drake

github.com/beandrake · linkedin.com/in/beandrake · beandrake.com

SOFTWARE SKILLS

Languages: (more experience) C++, Java, Lua, HTML, CSS (less experience) jQuery, SQL, C#, ASP.NET Core MVC

Tools: Visual Studio, Eclipse, Jira, FogBugz, Perforce, Git, Bitbucket, SourceTree, Excel, Trello, Slack, Brackets

EDUCATION

BS (Bachelor of Science) in Computer Science & Software Engineering - 3.88 GPA

Magna Cum Laude from the University of Washington

June 2016

SOFTWARE DEVELOPMENT EXPERIENCE

Web Content Layout Coordinator @ Washington State Jewish Historical Society November 2017 – Current

History Exhibit (website)

- Collaborated with clients to translate abstract goals into concrete designs with a focus on user experience
- Implemented new exhibit pages within the website's existing Firespring framework

Software Developer @ UpTop

September 2017 – October 2017

Internal Portal for Fortune 50 Company (web app for PC, Surface)

- Programmed pages and features with HTML, CSS, jQuery, SQL, C#, and ASP.NET Core MVC
- Planned and implemented a project-wide taxonomy change to the live production environment

Lead Programmer & UX Researcher (internship) @ Digital Future Lab

June 2015 – June 2016

Hug The Line (game software prototype for PC, Mac)

- Collaborated with an agile, multidisciplinary 12-person team to design the proof of concept's mechanics
- Pair programmed all game elements in Java on top of a rudimentary game engine using OOP
- Improved game engine by adding a visual layering system, and implemented a library to create similar games
- Designed and ran user tests to validate UI and mobile touch controls for future game development

Multiplayer Game Designer @ 343 Industries/Microsoft Games

June 2012 – September 2012

Halo 4 (game software for Xbox 360)

- Scripted classic multiplayer game mode logic via proprietary scripting language
- Designed and scripted customization options for multiplayer game modes
- Organized the wording and layout of the multiplayer menus with a focus on user-friendliness
- Facilitated regular user tests for multiplayer game modes and parsed feedback into actionable changes

Technical Game Designer @ Warner Bros. Games

July 2007 – November 2011

Guardians of Middle-Earth (game software for PS3, Xbox 360)

- Proactively designed and ran low-budget internal user tests to validate and redesign game systems
- Collaborated with UX and UI designers to architect inventory menu navigation and interface

Lord of the Rings: War in the North (game software for PS3, Xbox 360, PC)

- Designed enemy gameplay and artificial intelligence, then implemented both using Lua / XML
- Redesigned game design workflow to use shared templates, significantly increasing pipeline efficiency
- Scripted systems allowing level designers to control enemy behavior and audio designers to tune SFX
- Took on project management and animator responsibilities as needed when team was overbooked