

Branden Bean Drake

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

SOFTWARE SKILLS

Languages: C++, Java, Lua, XML, HTML, CSS, JavaScript, English (fluent), Japanese (limited working proficiency)

Platforms: Visual Studio, Eclipse, Jira, FogBugz, Perforce, Bitbucket, SourceTree, Excel, Visio, Brackets

EDUCATION

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

Magna Cum Laude from University of Washington Bothell

June 2016

SOFTWARE DEVELOPMENT EXPERIENCE

Lead Programmer & UX Researcher – Internship

June 2015 – June 2016

Digital Future Lab / University of Washington Bothell

Hug The Line (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 an API to create similar games
- Designed and ran user tests to validate UI and mobile touch controls for future game development

Multiplayer Designer – Contract

June 2012 – September 2012

343 Industries / Microsoft Games

Halo 4 (Xbox 360)

- Scripted classic multiplayer game modes via proprietary scripting language
- Designed and scripted customization options for multiplayer game modes
- Organized the layout and navigation of multiplayer menu options using a proprietary database tool
- Facilitated regular user tests for multiplayer game modes and parsed feedback

Technical Designer

July 2007 – November 2011

Snowblind Studios / Monolith Productions / WB Games

Guardians of Middle-Earth (PS3, Xbox 360)

- Designed and ran user tests to validate equipment system
- Redesigning equipment system to solve user difficulties revealed by user testing
- Collaborated with UX and UI designers to architect inventory menu navigation and interface
- Identified the design department's tool needs and designed specifications for solutions

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

- Designed enemy gameplay and artificial intelligence, then implemented both using Lua / XML
 - Redesigning tech design workflow to use inherited templates, significantly increasing pipeline efficiency
 - Created 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
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LEADERSHIP / ADDITIONAL EXPERIENCE

- **Bystander Intervention Researcher and Presenter** at University of Washington April 2015 – June 2016
- **Student and Community Advocate** at North Seattle College's Women's Center July 2013 – July 2014
- **Leader** of the North Seattle College Feminist Alliance June 2013 – April 2014