Branden Bean Drake

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

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SOFTWARE SKILLS

Languages: C++, Java, Lua, HTML, CSS, jQuery, SQL, C#, ASP.NET Core MVC, Japanese (limited working proficiency)

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

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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

Software Developer – Contract   September 2017 – October 2017
UpTop
Internal Web Portal for Fortune 50 Company (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   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 Game Designer – Contract   June 2012 – September 2012
343 Industries / Microsoft Games
Halo 4 (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   July 2007 – November 2011
Snowblind Studios / Monolith Productions / WB Games
Guardians of Middle-Earth (PS3, Xbox 360)
- Proactively designed and ran low-budget internal user tests to validate the equipment system's design
- Redesigned equipment system to solve user difficulties revealed in 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
- 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