Brandon Struble

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Professional Experience

STEM Instructor   *May 2025 - Current*
Rolling Robots - Irvine, CA
- Teaches rotating weekly camps in junior robotics, beginner Python coding, and Minecraft modding
- Adapts curriculum to new student groups each week, fostering STEM skills through hands-on projects, coding challenges, and interactive learning environments

Computer Science Tutor   *Aug 2022 - Current*
Fullerton College - Fullerton, CA
- Conducts 50 minute tutoring sessions for Data Structures and Algorithms, Python, C++, and Java
- Guides students in thinking critically with programming concepts and problem-solving techniques
- Assists students in becoming independent learners with an interest in lifelong learning

Education

Bachelor of Science : *Computer Science*   *May 2025*
Cal State University, Fullerton - Fullerton, CA
GPA: 3.42, Dean's List

Associates in Science : *Computer Science*   *May 2023*
Fullerton College - Fullerton, CA

Associate of Science : *Mathematics*   *May 2023*
Fullerton College - Fullerton, CA

Projects

A Day Outside the Office (in development, Steam release Winter 2025) - Project Lead / Technical Artist
- Leading a small team in developing a semi-open world puzzle game using Unreal Engine 5
- Coordinating tasks through Jira and version control to ensure timely and organized progress
- Contributing primarily to 3D modeling, shaders, and visual design, with additional support in programming

Milo's Whisker Wonders (published on Itch.io, May 2023) - Project Lead / Technical Artist
- Designed and implemented core gameplay systems and level design in Unity
- Created original pixel art and animations, integrating assets seamlessly into the engine
- Directed project scope and milestones, publishing a complete, playable release

Skills

- Experienced with the following game engines: Unreal Engine 5 and Unity
- Knowledgeable of data structures, algorithms, and object-oriented programming practices
- Led multiple small game development teams, overseeing project planning and execution
- Strong communicator with experience coordinating across disciplines (design, art, engineering)
- Collaborated effectively in team environments, contributing to technical and creative problem-solving
- Familiar with the following 3D modeling software: Blender and Maya 3D
- Experienced in agile development methodologies with strong organization and time management skills, utilizing Jira for task tracking

Certifications

- Google Project Management Certificate (Issued: May 2025)
- Introduction to FinOps Certification (Issued: April 2025)
- Google Cloud Computing Foundations Certificate (Issued: March 2025)
- Basics of Disciplined Agile Certificate (Issued: March 2025)
- The Basics of Scrum Certificate (Issued: March 2025)
- CRLA Level III Master International Tutor Training Program Certificate (Issued: May 2024)