

# < BRANDON HAWLEY >

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A passionate game developer with six years of software development experience, including two years specializing in Unreal Engine 5 and Unity. Dedicated to pushing the boundaries of game design and player experience, eager to learn from others and contribute my unique mix of creativity and passion.

## PROFESSIONAL EXPERIENCE

### Game Developer Intern (Full-Time)

*Proper IT Consulting | 4/2023 - 1/2024*

Developed games and software using Unreal Engine 5, Unity, C#, and web languages. Demonstrated proficiency in version control and project management in a fast-paced development environment.

### IT Specialist (Contract)

*Cumoratek Consulting | 6/2023 - 1/2024*

Provided IT services at a private school, managing student databases and enhancing website compatibility, deploying Linux and Windows servers, and repairing school devices.

### Business Owner (Full-Time)

*Hawleywood Electronics LLC | 1/2018 - 3/2022*

Founded an LLC specializing in computer and electronics repair, with key roles in hardware and software troubleshooting. Managed all business aspects including finances and client communication.

### General Manager (Full-Time)

*Archery Excellence | 5/2016 - 3/2019*

Provided education across various roles, overseeing event scheduling, employee management, and operational tasks. Offering mentorship to team members and technical support for both archery and tech equipment.

### Creative Director (Part-Time)

*Youtube: ObviouslyBrandon | 1/2022 - Present*

Currently manage a gaming YouTube channel with a reasonable following. Gained experience in video editing, script writing, and engagement algorithms.

## SKILLS & PROFICIENCIES

**Languages:** C++, C#, Java, JavaScript, HTML, CSS

**Game Dev Tools:** Unreal Engine 4 & 5, Unity

**Creative Software:** DaVinci Resolve 18, GIMP

**Version Control:** Git, GitHub, SourceTree

**Project Management:** Agile/Scrum

**IDEs:** Visual Studio, JetBrains(IntelliJ, Rider)

**Frameworks/Libraries:** .NET, Bootstrap, SwiperJs, jQuery, Raylib

**Databases:** SQL Server, mySQL

## EDUCATION

### Certification in Software & Game Development

*The Tech Academy | 1/24/2024*

**Graduated with honors.** Completed an intensive program with 900+ hours of instruction and hands-on projects in software and game development with accompanying Internship.

### CompTIA A+ Certification

*Metropolitan Community College | 12/11/2018*

### Bachelor of Computer Science

*Metropolitan Community College | 2018 - 2019*

*Missouri Western State University | 2019 - 2020*

**Phi-Theta-Kappa Honor Society**

Recognized for proficiency in Java and statistics. **I was also invited to tutor Java.** My studies were cut short due to COVID-19.

# / GAMEPLAY / DEVELOPER