



# < BRANDON HAWLEY >

 [bhawley.github.io](https://github.com/bhawley)  Independence, MO

GAMEPLAY DEVELOPER | C++ | .NET | FULL-STACK

I am a passionate game developer with six years of software development experience in C#, C++, and Java. Specializing in Unity3D and Unreal engine over the past 2 years, I have developed and released multiple titles in each. Recognized for outstanding teamwork, diversity of experience, and a positive approach to every task. I am excited to join my next team and push the boundaries of game design.

## PROFESSIONAL EXPERIENCE

### Game Developer Intern (Full-Time)

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

- Developed and released multiple games using Unreal Engine and Unity.
- Employed C# and C++ for scripting, game logic, and software creation.
- Utilized Scrum practices with Git systems in a fast-paced development environment

### IT Specialist (Contract)

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

- Managed and maintained student databases, ensuring data integrity and security.
- Enhanced website compatibility and performance.
- Deployed and configured Linux and Windows servers.

### Creative Director (Part-Time)

*Youtube: ObviouslyBrandon* | 1/2022 - Present

- Manage a gaming YouTube channel with a growing subscriber base.
- Gained experience in video editing, script writing, and engagement algorithms.

### Business Owner (Full-Time)

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

- Provided comprehensive computer and electronics repair services.
- Handled all aspects of business operations, including finances and client communication.

### General Manager (Full-Time)

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

- Oversaw event scheduling, employee management, and operational tasks.
- Offered technical support for archery and tech equipment.

## SKILLS & PROFICIENCIES

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

**Game Development:** Unity, Unreal Engine

**3D Modeling:** Blender, Maya

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

**Project Management:** Agile/Scrum

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

**Databases:** SQL Server, MySQL

**Creative Tools:** DaVinci Resolve, GIMP, Aseprite

## EDUCATION

### Certification in Software & Game Development

*The Tech Academy* | 1/24/2024

- *Graduated with honors.*

### CompTIA A+ Certification

*Metropolitan Community College* | 12/11/2018

### Bachelor of Computer Science (Incomplete)

*Metropolitan Community College* | 2018 - 2019

*Missouri Western State University* | 2019 - 2020

- *Phi-Theta-Kappa Honor Society Member.*

- *Java Tutor*

- *Studies cut short due to COVID-19.*

For a more details on experience and projects, please visit my portfolio website

# / GAME / DEVELOPER