

# BRANDON KNIERIEM SOFTWARE ENGINEER

## TECH

Unity  
SteamVR, Android VR  
Google Daydream, Pimax, Vive  
Gamemaker Studio, RPG Maker  
Unreal, Adobe XD, Blender  
Fruity Loops  
C#, GML, JavaScript, C/C++,  
Python

## SKILLS

Taking feature ownership,  
leading innovation and process  
maturity, mentoring other  
developers on best practices,  
adapting to new technical  
challenges

## EDUCATION

UXQB Certified Professional for  
Usability and UX (CPUX-F)  
International Quality Institute

M.S. Computer Science  
University of New Haven  
Teaching Assistant, Research Assistant  
Python, Intro Programming in C,  
Intermediate Programming in C/C++

B.A. Sociology  
Eastern Connecticut State University

## EXPERIENCE

### FULL STACK SOFTWARE ENGINEER • ATHLETEREG • 06.18 – 03.20

- Designed, prototyped, implemented, and tested dozens of features in legacy VB ASP.NET stack for duration of two-year, mobile first, redesign initiative for [athletereg.com](#) and its portals e.g. [BikeReg](#)
- Led design and UX maturity for company; created new policies and procedures based on best practices to achieve iterative, human-centered design

### LEAD GAME DEVELOPER • DARK HEAVEN • PGJ • 01.20 - PRESENT

- Led programming and project management initiatives for 2020 Sacramento Progressive Game Jam 2.5D platformer *Closed Source*

### GOOGLE DAYDREAM VR DEVELOPER • MUSE VR • 03.18

- Ported MuseVR, a room scale SteamVR experience, to the Google Daydream Repository, [Video Portfolio](#), [Post-Production Repository](#)

### LEAD VR DEVELOPER • PRESENTVR • 02.18

- Created a mobile virtual reality public speaking simulator that allows the user to use their own presentations [Video Portfolio](#), [Repository](#)

### VR DEVELOPER • PLANT IT! VR • GDC HACKATHON • 11.17

- Hacked a mobile virtual reality experience that teaches elementary aged girls the fundamentals of photosynthesis and plant biology in an arcade setting [Repository](#)

### 2D DEVELOPER • SPACEJACK • ACADEMIC • 9.17

- Cloned Space Invaders in Gamemaker Studio, with custom art and a few design twists that set it apart from the classic [Repository](#)

### VR DEVELOPER • VRACMAN • UNHCFREG • 10.17

- Developed room-scale, virtual reality version of PAC-MAN for SteamVR that was popular with hundreds of attendees, young and old, at the 2018 University of New Haven Scholarship Ball [Post-Production Repository](#)

### LEAD 2D GAME DEVELOPER • SYMMETRICS • UNHCFREG • 05.16

- Independently developed educational, top down, classic 2D RPG, digital and physical security game. Played by high school students in UNHCFREG's NSA funded cyber camp [Video Portfolio](#), [Post-Production Repository](#)



BRANDONKNIERIEM26  
@GMAIL.COM



GITHUB.COM/BKNIE1



860.884.0462



LINKEDIN.COM  
/IN/BRANDONKNIERIEM

[BKNIERIEM.COM](#)