Brent Goldstein

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Education

Rensselaer Polytechnic Institute　　　　　Troy, New York　　　　　Graduation: 2024
Bachelor of Science in Computer Science and GSAS (Games and Simulation Arts and Sciences)
Northern Highlands Regional High School　　　Allendale, New Jersey　　　Graduation: June 2020
honors, GPA: 3.98/5.0 High Honor Roll, National Honor Society

Skills

Software Skills

Operating Systems (Windows, Mac OS X, Linux, Ubuntu) | IDE's (Visual Studio, VS Code, Rider, Eclipse) | Game Engines (Unreal Engine 4, Visual Studio, Godot, Game Maker Studio 2) | Version Control (Perforce, Git, GitHub) | Microsoft Office (Word, Excel, Powerpoint) | Adobe (Photoshop, Illustrator, Premier) | Testing Automation Tools (Gauntlet, Junit, Microsoft Unit Testing Framework for C++) | Clip Studio Paint | Blender | ImGui

Programming Languages

C++ | Java | C# | Python | C | MIPS | Prolog | Scheme | Haskell

Work Experience

Warner Bros. Games: Burbank, CA　　　　　　　　　　　　　June 2022 - August 2022
　　　Software Engineering Intern
- Created an automated testing framework to test Unreal Engine 4 integration with internal game management infrastructure. Coordinated with other team members and company branches as well as handled the pipeline and version control through perforce.
- Built a tool to analyze demo software for copyright infringement by comparing screenshots and achieved 100% accuracy.
- Wrote unit tests using C++ and assessed them with ImGui, Gauntlet, and the created testing framework.

B-Games: Sole Proprietorship: Upper Saddle River, NJ　　　　　September 2019 - present
　　Owner
- Created a sole proprietorship that develops, designs, codes, manages, and markets video games and software.
- Developed multiple open-source prototypes using Unity Engine and C# which can be found on GitHub: https://github.com/bman7222
- Completed two game jams with the RPI Game Jam club which are publicly available on Itch.io: https://gorillabman.itch.io/

Projects

Jiangshi Jump Troy, NY　　　　　　　　　　　　　October 2022 - November 2022
Coder, Game Designer, Level Designer
- Used C# in order to create a dynamic kinematic formula for the trajectory from the player to the location of the mouse on the screen.
- Created a depth-first search algorithm in order to efficiently calculate each point of a trajectory arch starting with the endpoint.
- Wrote the game design document and designed the gameplay.

Blackout Troy, NY　　　　　　　　　　　　　September 2022 - September 2022
Coder, Game Designer, Level Designer
- Created comprehensive game ai for enemies which utilized different movement algorithms.
- Designed the gameplay and multiple levels for the game. Coded the game in C# for the RPI Game Jam Club. Managed version control and handled the pipeline through Git.

Punky's Playhouse Jump Hempstead, NY　　　　　　　September 2019 - August 2021
Creator
- Used C# to create a dynamic array to efficiently store and sort Ui elements.
- Designed a breadth-first search algorithm to efficiently edit the stored Ui elements in the dynamic array.