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)

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 and 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

- Founded a sole proprietorship that develops, designs, codes, manages, and markets games and software.
- Developed multiple open-source prototypes using Unity Engine and C# and can be found on GitHub: https://github.com/bman7222
- Completed over three game jams with the RPI Game Jam club publicly available on Itch.io: https://gorillabman.itch.io/

Projects

Artificial Intelligence Agents Troy, NY January 2023 - Present
Coder

- Built artificially intelligent agents in Unity using C# that handle real-time dynamic decision-making.
- Designed agents to be able to follow paths, maneuver passed around moving obstacles, travel to targeted objectives, and many other behaviors.
- Constructed agents' behaviors are based on a neural network that determines which inputs are the most significant based on different weights, biases, and summation of inputs.

Jiangshi Jump Troy, NY October 2022 - November 2022
Coder, Game Designer, Level Designer

- Used C# to create a dynamic visual representation of kinematic formulas for the trajectory from the player to the mouse's location 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 store and sort Ui elements.
- Designed a breadth-first search algorithm to edit the stored Ui elements in the dynamic array efficiently.