BRADY MANSKE

Gameplay Programmer | Unity & Unreal | Tools & Engine Support
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EDUCATION

University of Washington | Seattle, WA **SEPTEMBER 2023 - JUNE 2026**
Bachelor of Science, Computer Science, Minor in Digital Arts | GPA: 3.93, 2x Annual Dean's List
Relevant Coursework: Computer Graphics, Systems Programming, Machine Learning, Data Structures & Algorithms

TECHNICAL QUALIFICATIONS

Languages: C++, C#, C, Python, Java, JavaScript, HTML **Engines**: Unity, Unreal Engine
Gameplay Systems: ScriptableObjects, Event-Driven Systems, State Machines, Coroutines **Development**: Git, Visual Studio Code

PROJECT EXPERIENCE

File System Search Engine (C, C++) | CSE 333: Systems Programming **SEPTEMBER 2025 - DECEMBER 2025**
Back-End Engineer
- Designed and implemented a modular search engine with a file crawler, inverted index, and query processor
- Built custom chained hash table and doubly-linked list in C for high-performance memory management
- Developed binary serialization system to persist in-memory indices in an architecture-neutral format
- Implemented a multithreaded web server using TCP sockets to enable concurrent file searching & query execution

Kindling (Unity, C#) | Imaginary Game Jam **JUNE 2025 - JULY 2025**
Solo Developer – Community Favorite
- Built core gameplay systems including player controllers, combat logic, enemy waves, and event-driven game progression
- Designed flexible, data-driven architectures using ScriptableObjects to allow rapid content iteration without code changes
- Iterated on playtester feedback to rebalance difficulty and improve player controls, prioritizing smooth gameplay
- Implemented coroutines and optimized runtime performance to maintain responsive and consistent frame rates

Bug Hunt (Unity, C#) | CSE 457: Computer Graphics **MAY 2025 - JUNE 2025**
Lead Programmer – 1st Place Winner
- Developed procedural forest generation and terrain-aware object placement for dynamic level design
- Engineered modular subsystems for player state, inventory, and health, ensuring maintainable and reusable code
- Integrated player movement, interaction triggers, and responsive camera behavior to enhance gameplay feel
- Collaborated remotely with a 3-person team using Git, emphasizing cross-discipline teamwork and effective version control

PROFESSIONAL EXPERIENCE

Paul G. Allen School of Computer Science & Engineering | Seattle, WA **JANUARY 2026 - MARCH 2026**
Computer Graphics Teaching Assistant
- Mentored 80 students in object-oriented design, modular architecture, and Unity project workflows
- Guided teams in implementing gameplay features including player controllers, camera behavior, event systems, and UI elements
- Reviewed student code for maintainability, performance, and adherence to effective gameplay programming patterns
- Contributed to course material development, including interactive demos and visual learning resources

University of Washington Recreation | Seattle, WA (Remote) **DECEMBER 2024 - PRESENT**
Web Management Lead
- Maintain 80+ WordPress webpages, optimizing accessibility, SEO, and mobile responsiveness
- Coordinate web strategy with 10 departmental managers, using Asana for project tracking and prioritization
- Implement data-driven updates via Google Search Console, improving visibility and engagement metrics
- Preserve 98% site health through DubBot accessibility audits and systematic issue resolution