

Brandon Moss

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WORK EXPERIENCE

Meta Gaming Studios

November 2020

Unity Developer

Kennesaw, GA

- Created ports of casino games in Unity from scratch using the C# programming language
- Implemented a robust WebGL build environment and adhered to Unity WebGL requirements and quirks
- Helped kickstart AGILE workflow in a development pipeline that lacked any defined structure beforehand

Materialize

July 2017 – March 2020

iOS/Android Developer (Contractor)

Remote/Woodstock, GA

- Utilized Java and Kotlin to develop native Android and iOS applications used by hundreds of consumers nation-wide
- Implemented Android/iOS-specific APIs such as Google Play Services, Android/iOS camera dependencies, and native UI systems
- Met with clients to ensure stable large-scale releases

ViZZ Inc.

Aug. 2019 – Oct. 2019

Software Engineer/Unity Developer

Peachtree Corners, GA

- Created 3D visualization software with C# and Unity that allows users to digitally mirror projects and environments from a multitude of sources and programs
- Coordinated with QA and UX departments to ensure satisfactory deliverables
- Practiced agile development through sprints, stand-up meetings, and a proper documentation workflow

Southern Company

May 2019 – July 2019

Technology Innovation Intern

Atlanta, GA

- Developed an educational electrical safety video game that has been presented to millions of elementary school students across Georgia, Alabama, and Mississippi
- Operated over 30 different devices for development and showcase purposes
- Presented projects to large audiences during demos held in Georgia and Mississippi

PacketZoom, Inc

May 2018 – October 2018

Game Networking Engineer Intern (May 2018 – July 2018)/Contractor (July 2018 – October 2018)

San Mateo, CA

- Built a complete online multiplayer game in Unity for Android and iOS to field-test PacketZoom's Unity networking plugin and protocol
- Interfaced with network engineers to ensure new functionalities were gradually tested and implemented in a working example

Marietta City Schools

August 2016 – May 2017

Volunteer Unity/C# Instructor

Marietta, GA

- Taught high school students Unity and C# fundamentals via official Unity courseware lessons
- Became Unity Certified

EDUCATION

Kennesaw State University

July 2019

Abet Accredited BS in Computer Game Design and Development

Marietta, GA

- Researched augmented reality, virtual reality, and motion capture to explore contemporary systems
- KSU Game Design and Development Club President and Event Coordinator - planned large-scale events, led meetings, and taught game design fundamentals
- KSU Residence Hall Association President - created a sense of community on campus through planning multi-campus events, leading town hall meetings, and acted as a liaison between the student body and KSU faculty

SKILLS & INTERESTS

- **Skills:** C#; Java; C++; Kotlin; Unity 5+; Unreal Engine 4; Android Studio; XCode; IntelliJ IDEA; Unity Certification
- **Interests:** Game Jams and Hackathons (Participation in 10 Game Jams total); music composition; singing