SOFTWARE ENGINEER

BRENT OAKES

GET IN CONTACT

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PERSONAL PROFILE

A software engineer with a passion for game development. Unique and fun experiences in video games are what I want to be able to create.

AREAS OF EXPERTISE

- Hands−on C# experience
- Unity3D and Godot experience
- Other programming languages knowledge: Rust, Python, C++
- Some 3D modeling experience

OTHER SKILLS

- Excellent problem solver
- Able to rollerblade pretty fast
- Enjoys working on Game Jam games that never get done in time

WORK EXPERIENCE

SOFTWARE ENGINEER

Epic Systems Corporation | 2019 – 2020
- Transitioned legacy software to web framework
- Frequently collaborated with other Developers and QA
- Worked in an Agile−Scrum development cycle

PROJECT EXPERIENCE

SENIOR SOFTWARE PROJECT

HEB & Trinity University | 2017 – 2018
- Led a team of fellow students to create a full stack application
- Lead developer of the Server Side team
- Developed APIs in Elixir for developers to communicate with SQL database

NETWORKED VR GAME IN C#

Trinity University | 2017 – 2018
- Part of a team that created a space VR game for the Merge 360 VR headset
- Led development on a networked enemy
- Collaborated with the World and Player teams
- Worked in Unity3D and programmed with C#

EDUCATION HISTORY

TRINITY UNIVERISTY

Bachelor of Science in Computer Science, 2018
- Member, Association for Computing Machinery
- Worker, Student IT Helpdesk