Brandon Farrell

Brandon@BPFarrell.com ● (503)709-8976

Software Developer ● Graphics Engineer

Very passionate programmer that excels in 3D math, and shaders. Who also has a strong desire to learn new ideas and platforms, as well as having intimate knowledge of 3D software packages, and tools.

Skills
- C++
- C#
- Javascript
- HTML5
- Python
- Computer Vision
- HLSL
- GLSL
- GLES/WebGL
- Lua
- Linq
- WPF

Tools
- Visual Studio
- Unity 3D
- Godot
- GIT
- Photoshop
- Maya
- Perforce
- SVN

Experience
- Bent Image Labs: Software Developer
- Project Management: Scrum Master
- Trendy Entertainment: External QA
- Game Development: GUI Lead

Education
- The Art Institute of Portland: Bachelors of Science: Visual and Game Programming - Fall of 2014

Patents

Farrell Brandon 2019 Planet-scale positioning of augmented reality content US10255728B1 filed 2017-12-07 and issued 2019-04-09

Bent Image Lab / youAR (May 2014 - Present)

Initially hired at Bent for a short contract Augmented Reality project in Unity, I now manage four other developers, and myself in various projects. Being in charge of our platform's development, I have planned and built out most of the core functionality for the system, with a focus on c++ modules for portability, and marshaling support across engines. Being part of the Augmented Reality division in Bent Image Lab, I have assisted in spinning up the sister company youAR.

Hellbourne (September 2013 – March 2014)
GUI Programmer, Technical Artist

Hellborne was two double-credit courses, where myself, and a team created a 3rd person tower defense game in Unreal 3, based in a post apocalyptic, demon filled, Portland. My responsibilities included learning Adobe's Flash, ActionScript 3, and Autodesk's ScaleForm. I learned how to parse our data models to UDK for the GUI overlay, as well as communicate with the 2D artists, and enforcing proper standards and naming conventions

During this project I created a custom animation system to streamline motion tweens in code, a custom drag and drop inventory management system, and a series of utility functions to enable easy information parsing between Scaleform and UDK calls.

Trendy Entertainment (January 2012 - July 2012)
External QA team lead

While going to school, I wanted to obtain real world experience; working QA I felt was a good place to start. My responsibilities were to thoroughly understand the Unreal Engine, to know where issues might occur (geometry bound, path node linking etc.), communicate to at least five other people, and focus and enable my team to manage potential issues. I reproduced our issues, then compiled the findings, and sent that issue tracker to their respective developer.

D3vine server (September 2007 - February 2009)

The D3vine (Divine) was a server and community I managed running off of the source engine. Originally starting out as a hobby, it became a paying full time job. I developed custom client (lua), and server (c++) content to bring an engaging environment to users, and build a community.

Personal

In my free time I have been experimenting and working with shader programming, and trying to build unique rendering solutions. Most of these become realized during game jams that I participate in. I have also been doing research on DXR, and implementation differences of the graphics API.