

Brandon Thompson

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Education

Overall GPA: 3.70

Georgia State University

Atlanta, GA

B.Sc. Computer Science

Spring 2020 - Present

Savannah College of Art and Design

Atlanta, GA

B.F.A. Interactive Design and Game Development

2014

Projects

[Github.com/branthompson](https://github.com/branthompson)

3rd-Person Shooter

2022 | Unreal Engine 4 , C++

- Developed a 3rd-person 3d sci-fi game with a win condition to defeat all the enemies on the map while avoiding damage using firearm objects.
- Implements 3d Models, Behavior Trees for AI, Animation Blueprints, Health, Particles, and Sound.

Arcade Tanks

2022 | Unreal Engine 4, C++

- Developed an arcade style top-down game where the player controls a tank with the win condition to destroy the enemy turrets.
- Implements Pawn Movements, Widget Blueprints, Key Mappings, Components, and Event Trees.

Isogram Round-Up

2022 | Unreal Engine 4, C++

- Developed an Isogram puzzle game with the win condition being to guess the correct hidden word based on a few hints.
- Implements basic Loops and Arrays, Level Editing, and Correct Player Input.

Restaurant Bill

2021 | JavaFX

- Developed an interface that allows user to select different types of food and drinks from a restaurant and adds whatever price the items clicked to the final bill.
- Implements Buttons, Panes, Stages, and Scenes.

Professional Development

- **2022 | PantherDev:** A game development club at GSU that I participated in. Joined group projects to help make games.
- **2022 | CodePath x META:** Attended a 10-week course bootcamp that helped improve my proficiency and confidence in algorithmic techniques and analysis.
- **2021 | CodeLaunch Atlanta:** Hackathon participated in networking with professionals and further gaining knowledge of possible careers.

Technical Skills

Programming Languages

- Java
- C/C++
- Python
- HTML/CSS/JavaScript
- Assembly
- Haskell
- Prolog
- UNIX Shell