

BRENNAN RUSNELL

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OBJECTIVE: Senior Programmer

SKILLS

SOFT

Leadership
Mentorship
Communication
Interpersonal

SOFTWARE

Visual Studio
Perforce

ENGINES

Unity

LANGUAGES

C/C++
C#
Python

PLATFORMS

PC
Xbox 360 & Xbox One
PS3 & PS4
iOS & Android

EXPERIENCE

Lead Programmer

Hothead Games

2014 – Present

Vancouver, BC

- Titles competed: Boom Boom Soccer, Boom Boom Football, & Kill Shot Bravo
- Lead multiple unreleased titles
- Added subscriptions to backend & client technology stack
- Added new gameplay modes emphasizing reuse of existing content/functionality
- Implemented various aspects of gameplay, UI, & meta-game

Programmer 2

Radical Entertainment

2011 – 2014

Vancouver, BC

- Titles worked on: Destiny & Prototype 2
- Implemented pipeline & runtime support for Xbox One & PS4 textures
- Added predicated rendering support to PC, Xbox 360, PS3, Xbox One, & PS4
- Ported internal rendering technology to mobile platforms
- Worked on front end, social/online, & DLC-related features

Programmer

Next Level Games

2009 – 2011

Vancouver, BC

- Titles worked on: Captain America: Super Soldier, Tom Clancy's Ghost Recon, & Transformers: Cybertron Adventures
- Implemented front end, save/load, achievements/trophies, & meta-game
- Extended texture types supported by the engine & pipeline
- Extended engine demo with a texture mapping test on the Wii

EDUCATION

Master of Science, Computer Science

University of Saskatchewan

2006 – 2009

Saskatoon, SK

Bachelor of Science, Computer Science

University of Saskatchewan

2002 – 2006

Saskatoon, SK