

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 worked on: **Boom Boom Soccer, Boom Boom Football & Kill Shot Bravo**
- Google Betas worked on: **BIG BOSS Soccer, Zoo Blast & Super Duper**
- 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

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