

# 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

2014 – Present

Hothead Games

Vancouver, BC

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

2011 – 2014

Radical Entertainment

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

2009 – 2011

Next Level Games

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

2006 – 2009

University of Saskatchewan

Saskatoon, SK

### Bachelor of Science, Computer Science

2002 – 2006

University of Saskatchewan

Saskatoon, SK