BRENNAN RUSNELL

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OBJECTIVE: Senior Programmer

SKILLS

SOFT	SOFTWARE	ENGINES	LANGUAGES	PLATFORMS
Leadership	Visual Studio	Unity	C/C++	PC
Mentorship	Perforce		C#	Xbox 360 & Xbox One
Communication			Python	PS3 & PS4
Interpersonal				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