

Brett Brimmer

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EDUCATION

University of Arizona

Bachelor of Science in Computer Science

- GPA: 3.84

Tucson, AZ

June 2023 - May 2026 (expected)

PROJECTS

Mage Tower: Call of Zadeus | GML (OOP similar to Java and C++)

June 2020 – Present

- Used OOP design principles to create a card combat roguelite video game with 400+ cards and an explorable world.
- Wrote algorithms to procedurally generate hex and isometric maps using graph-based data structures.
- Used UI/UX capabilities to implement user interfaces for over a dozen screens (settings, character select, dungeons, overworlds, card battles, etc.)

Sonoran Memory Match | Java

April 2024 - May 2024

- As Product Owner, led a team of 3 developers in the creation of a “memory match” card game in Java using agile development strategies.
- Planned and managed a production schedule in Taiga to successfully complete the project in 5 week-long sprints.
- Utilized GitHub for collaboration, version control, and code review.

TF-IDF Search Engine | Python

Feb 2025-Mar 2025

- Developed a TF-IDF search engine in Python using Inc.ltn weighting to rank the top 10 documents for queries.
- Designed and implemented efficient Python algorithms for text processing, document ranking, and query handling within a search engine framework.
- Set up the project with GitHub and virtual environments, tested functionality with pytest, and compared Inc.ltn vs Inc.lnn weightings for ranking performance.

Custom Build Automation Tool | C

Oct 2024 - Nov 2024

- Developed a C program that replicates the functionality of the “make” build automation tool.
- Implemented functionality to parse a Makefile, construct an adjacency list of dependencies, and recursively build target files based on the dependency structure.

Course and Section Data Management System | Rust

Sep 2024 - Oct 2024

- Developed a Rust program to manage and display course and section data using relational database methodology.
- Leveraged Rust’s ownership model and relational database principles to implement functionality that reads data from text files, stores it in HashMaps, and generates a report by associating related course and section data.

EXPERIENCE

Self-Employed Software Developer

June 2021 – Present

Super Mega Games

Tucson, AZ

- Created and published the video games “Mage Tower, A Tower Defense Card Game” and “Mage Tower: Call of Zadeus” on Steam.
- Raised over \$20,000 on Kickstarter to publish the card game “Mage Tower” which has been sold in game stores across the United States and in Europe.

Online Retail Manager

Aug 2016 – June 2021

Sonoran Boutique

Tucson, AZ

- Managed an online clothing store including buying, listing, and shipping clothing, as well as handling customer support. 15k+ items sold, 5k+ feedback, 100% positive customer service feedback.
- Developed an eBay automation tool using Java and Excel that allows the user to list items on eBay 500% faster.
- Hired, trained, and managed employees.

TECHNICAL SKILLS

Languages: Python, Java, C, C++, C#, MySQL, CSS(SAAS,SCSS), PHP, JavaScript, HTML/XML, Rust, Kotlin

Frameworks: React, Node.js, Apache Kafka

Developer Tools: Git, GitHub, Taiga, Docker, VS Code, Visual Studio, PyCharm

Libraries: NumPy, Matplotlib