Brett Johnson

Software Engineer | Seattle, WA

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C#, HTML, CSS, Javascript Unity, iOS, Git, Linux

PROJECTS

Software Engineer - Thousand Threads

C#, Unity | 2015 - 2020

- Created this complex, positively rated video game over the course of five years. As the sole developer, I was responsible for all programming, design, art, audio, and writing.
- Designed and developed the character AI that drives non-player characters (NPCs) to dynamically act and react to what the player and other NPCs do in the world.
- Developed many other custom systems and tools including:
 - Jobs/quest system
- o In-game tools and weapons
- Animal AI for predators and prey
 Aim assist systems
- Autosave system
- Sound and music managers
- Optimized senses systems
 Character model assembler
- Compass and waypoint navigation
 Menus and UI components
- Crafting and item upgrades
- Text replacement system for localization

Software Engineer - Cube Run

C#, Unity | 2014

- Developed in two weeks, this was my introduction to C# and game development.
- Featured in the iOS App Store games section at launch (no longer available).

Developer - thousandthreadsgame.com

HTML, CSS, JavaScript | 2014

• Created an attractive and flexible marketing site to promote Thousand Threads.

Developer - amelianaire.com

HTML, CSS, Jekull | 2014

• Coded my wife's portfolio website using Jekyll to allow for easier updates.

Developer - design.bybrettjohnson.com

HTML, CSS, JavaScript | 2013

• Created my design portfolio site and its uncommon UI using JavaScript and several plugins.

Developer - films.bybrettjohnson.com

HTML, CSS, JavaScript | 2012

Awwwards.com winning site developed to showcase some of my video side projects.

RELEVANT WORK HISTORY

Software Engineer, Owner - Seamount Games

Seattle, WA | Jan 2015 - Present

• Created Thousand Threads, a complex, positively rated video game.

Developer, Designer - Freelance

Austin, TX | Jan 2014 - Dec 2014

• Designed and developed web sites for various clients.

EDUCATION