

Brett Johnson

Software Engineer, Designer | Seattle, WA

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

PROJECTS

Designer, 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
 - 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

Designer, 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).

Designer, Developer - thousandthreadsgame.com HTML, CSS, JavaScript | 2014

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

Developer - amelianaire.com HTML, CSS, Jekyll | 2014

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

Designer, Developer - design.bybrettjohnson.com HTML, CSS, JavaScript | 2013

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

Designer, Developer - films.bybrettjohnson.com HTML, CSS, JavaScript | 2012

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

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.

Video Editor, Motion Designer - Arts+Labor Austin, TX | Nov 2012 - Jan 2014

- Contributed to video productions through direction, motion graphics design, shooting, and editing.

Senior Art Director - Springbox Austin, TX | Jun 2011 - Nov 2012

- Art directed and designed websites, mobile apps, and interactive showcase pieces.

Media Director - 2313 Creative Knoxville, TN | Aug 2010 - Jun 2011

- Handled all aspects of design and development of websites, along with producing video projects.

EDUCATION

Digital Media - East Tennessee State University Graduated | 2009