

# brionna franklin

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## » summary

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Adept at enhancing team and project success with top-notch code and knowledgeable support. Talented game programmer and practiced problem-solver with expertise in data analytics and project management.

## » education

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**Academy of Interactive Entertainment** July 2021  
Associate of Occupational Studies Game Programming

## » projects

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**All Patched Up – Unreal Engine 4** Feb. 2021 to June 2021  
A side scroller platformer game in which the player acquires companions to reach the end of the level.

- Programmed companion AI system
- Made with unreal engine 4 by a team of three artists and two programmers

**Tower Defence – Unity** May 2020 to July 2020  
A simple game where the objective is shoot the spiders that are trying to destroy the tower.

- Made in unity with four artist and two programmers total

**BallPhysics – C++** Aug. 2020 to Sept. 2020  
A simple program where a ball collides with with five other ball that fall into a line then bounce

- Made is Microsoft Visual Studio

**TankGame – C#** Nov. 2019 to Dec. 2019  
A local multiplayer 2-D tank shooter game made with Visual Studio.

- Made in Microsoft Visual Studio

**Fritzgerald – Arduino Robot** Aug. 2017 to May 2018  
A robot that moves and flashes lights to the rhythm of a song before navigating the room.

- Built from kit
- Programmed with self-learned language (Arduino)

## » skills

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### PROGRAM LANGUAGES

C#  
C++  
Arduino

### SOFTWARE

Unity  
Unreal Engine 4  
Microsoft Visual Studio  
Git  
Perforce

### TECHNOLOGY

Robotics

### INTERPERSONAL

Leadership and Planning  
Analytics  
Time Management  
Self-Management  
Teamwork

## » activities

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**AIE Game Jam** Nov. 2019  
Created a game in Unity under a 48 hour time limit.