

brionna franklin

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» summary

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

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

» projects

All Patched Up – Unreal Engine 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 Project 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

IntroToPhysics 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

TikTakToe – C++ Jan. 2020 to Feb. 2020
A simple console-based tic-tac-toe game.

- Made in Microsoft Visual Studio

GraphicalTestApp – 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

PROGRAM LANGUAGES

C#
C++
Arduino

SOFTWARE

Unity 3D
Unreal Engine 4
Microsoft Visual Studio
Git
Perforce

TECHNOLOGY

Robotics

INTERPERSONAL

Leadership and Planning
Analytics
Time Management
Self-Management
Teamwork

» activities

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