Bryant Humphry

humphrybryant@gmail.com

Education

DePaul University	Chicago, IL	Graduated June 2023

Bachelor of Science in Computer Game Development and Design

Rockford Career College	Rockford, IL	Graduated March 2013

AAS in Computer Systems Engineering

Technical Skills

Programing Languages
C#, C++, Visual Basic, Java, Swift

Software
Microsoft Office suite, Microsoft Access, Visio, Visual Studio 2016, Unity, Unreal Engine 4, Maya, 3ds Max, Mudbox, Blender, Adobe Creative Cloud, Substance Suite, Autodesk Suite

Relevant work

Experience Table Generator,	Various logic loop based games,	Database construction,	3D Modeling,
Various game jam games,	Puzzle Temple solo development,	Uncredited Consultant work	

Experience

Game development consulting   2015-present
Development and Design consultant
- Created/maintained organized design documentation for teams to follow
- Created pitch and prototypes for clients to present for further investment opportunities
- Created scaleable prototypes for various small budget games
- Guided direction of the development for rapid short term development
- High level of problem solving skills to find/fix bugs and unintended features

Independent game development   2013-present
Developer/Designer
- Created/maintained organized design documentation for future development of small scale projects
- Created scaleable prototypes for various small budget games
- developed rapid short term prototypes of experimental concepts
- High level of problem solving skills to find/fix bugs and unintended features

Unreal Engine Heroes/ Indie game developers association   2016-2020
Group Organizer
- Organized meetings and locations for meetings to be held
- Collaborated with industry professionals to visit and give lectures
- Collaborated with other organizers to create an enjoyable meeting experience for our members
- Organized various give aways with the help of Epic Games to provide us with materials

Website design   2012-2014
Self Employed
- Built web presence for clients
- Built client-side programs for clients
- Provided support for existing programs

References

I had the pleasure of working with Bryant on a project that I had been working on for some time, but was unsure how to approach some of the more technical aspects of software development life cycles. Bryant was able to help with most things over the course of the project, and was extremely helpful with creating documentation of the project over the course of things.

When we presented the documentation for additional funding the information was very clear and concise. Which made the presentation easy to follow and the information easy to understand. Bryant was also invaluable in his wealth of information about industry standards and best practices, and was extremely valuable to our team.

Bryant was also able to help with various facets of the design process. From little things like which SDK would suit our needs the best, to creating workflows for members on our team. His knowledge of different design philosophies was crucial towards our project.

Kimani Dixon
kdixon244@gmail.com

I first met Bryant at the 2016 Global Game Jam in Chicago. We were up against the clock to come up with something for our game and I mentioned something about doing a top down type of game with a simple movement system. Bryant and I teamed up and within an hour he had come up with a few tilesets that were immediately ready to be implemented on the project.

As an indie game developer projects may come and go. A while back he shared some work with me on Puzzle Temple, a game he designed with a friend. It was very minimal with only a few different blocks you could push. Some time a while later he shared with me his progress and pages and pages of his drawings of the grid based puzzles. As well as a fully functioning prototype, not only was the prototype pretty polished with 20 or so levels, it's pretty fun to play and challenging too.

Over the years Bryant has helped out countless times in the game dev scene around Chicago. In particular he's helped me organize events for the UE4 community by providing space and rallying people to work together. Bryant has also assisted me with 3D modeling, tech support and design feedback. As a gamedev having someone like Bryant around for a project is indispensable.

-- Terrence Young (tyoungjr2005@gmail.com)

Summary

Game Designer recognized for strong design and scripting skills. Adept at taking concepts and creating finished products. Proficient in designing strong scalable softwares. Strong communication and problem solving skills with ability to coordinate teams to successful completion of projects. In my free time I also work on independent games, and other various facets that go into the making of games.