

## **Eric Braen**

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### **Recent Projects**

#### **Shape of Infinity**

July 2014 – Aug 2014

<https://itunes.apple.com/us/app/shape-of-infinity/id905044494>

- Acted as the sole developer and designer, published to the iTunes store.
- Single-player abstract puzzle game placed inside a traditional arcade shooter.
- Implemented Twitter, Facebook, and Mixpanel analytics.

#### **Fitness App for Pebble Watch**

June 2014

<https://github.com/ekbraens/pebbleWatchJumpingJack>

- Developed a jumping jack counter during YCHacks 2014, using the Pebble API.
- Programmed in C, the accelerometer tracked arm movements and alarm functionality.

#### **Product Manager for Fischz**

June 2014 – July 2014

<https://itunes.apple.com/us/app/fischz/id904080158>

- Collaborated with the creator on aspects of gameplay, design and bugs in code.
- Oversaw that the product was on track to be finished and polished by deadline.

#### **Clones of Popular Games**

June 2014

<http://ekbraens.github.io/>

- Remade Flappy Birds, 2048, Angry Birds, Game of Life and Super Mario Like Platformer.
- Implemented Sprite Builder for games to display on all iPhones and iPads correctly.

### **Education**

#### **State University of New York Stony Brook**

Fall 2006 – Spring 2010

- B.S. in Marine Vertebrate Biology.
- Independent research analyzing spectrograph readings obtained from hydrophone recordings.
- Co-Captain of the Stony Brook Ultimate Frisbee Team, Panic.

### **Work Experience**

#### **MakeGamesWithUS**

June 2014 – Aug 2014

iOS Developer

- Utilized Cocos2d to make a number of iOS games up to industry standards.
- Made a personal website to promote my work: ericBraen.com
- Explored GitHub learning to track and branch my projects.

#### **Saltwater Inc.**

Summer 2011 – Winter 2013

NMFS Observer

- Worked independently on board commercial fishing vessels collecting biological data.
- Contributed to database used by National Marine Fisheries Service to monitor sustainability.

### **Technology Summary**

Objective-C, C++, C, Git, Xcode, SpriteBuilder, Cocos2d 2.0, iOS SDK, HTML