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# PROJECT EXPERIENCE

## BREAKOUT – UNITY

Gameplay Programmer | [Demo](https://bdavis90.itch.io/breakout)  10/2024

* Implemented a paddle script that the player can move around to hit the ball.
* Implemented the ball script that reflects off surfaces and created custom logic to reflect the ball based on where it hit the paddle.
* Implemented bricks that take multiple hits depending on the color of the brick

## GALAXY SHOOTER – UNITY

Gameplay Programmer | [Demo](https://bdavis90.itch.io/galaxy-shooter)  10/2024

* Implemented player movement and firing lasers.
* Developed multiple powerups for the player (laser, speed, shield).
* Implemented spawn manager that infinitely spawn enemies at random locations.

## APOCALYPSE ACRES – UNITY

Gameplay Programmer | [Demo](https://bdavis90.itch.io/apocalypse-acres)  06/2024

* Collaborated with 5 other members in different fields in my first game jam.
* Implemented camera zoom and panning.
* Developed turrets that attack enemies.
* Implemented win and lose conditions.
* Implemented the enemy's ability to destroy the house and crops.

## REALM BLADE – UNREAL ENGINE 5

Gameplay Programmer | [Demo](https://bigpapaergodzillas.itch.io/realm-blade)  08/2023 - 11/2023

* Collaborated with 4 programmers to create a 3D, third person view, rogue-lite game.
* Covered the entire visual UI overlay for the game.
* Created floor traps that inflict damage on both the player and enemies.
* Created visual blood effects for the player and enemies to provide feedback for taking damages.

## A HARD PILL TO SWALLOW - UNITY

Gameplay Programmer| [Demo](https://simmer.io/@BigPaperGodzla/a-hard-pill-to-swallow)  09/2022 - 10/2022

* Collaborated with 4 programmers to create a 3D wave-based FPS.
* Implemented user interactions with environment such as doors.
* Generate weapons and power pickups for player progression.

# EDUCATION

## BACHELOR OF SCIENCE IN GAME DEVELOPMENT

Full Sail University 06/2021-11/2023

* Accolades: Salutatorian, Course Director Award for Programming II
* GPA 3.2
* Relevant Coursework: Systems Programming | Data Structures and Algorithms | Software Engineering | Operating Systems | Linear Algebra | Computer Organization and Architecture

# TECHNICAL SKILLS

## GAME DEVELOPMENT

* C++/Blueprints in Unreal Engine
* C# Scripting in Unity
* Lua/Python scripting
* 3D Math Programming
* Object-Oriented-Programming
* C#, JavaScript, HTML/CSS

## Web DEVELOPMENT

* NET, Asp.Net Core, MVC, Razor Page, Blazor Server React
* Web API
* Entity Framework Core,
* SQL/TSQL, SSMS, Visual Studio, Azure