

Brandon Franklin

MASON GAME - TECHNOLOGY ACADEMY

- Email me on Indeed: [indeed.com/r/Brandon-Franklin/f5dba71ceb935fea](https://www.indeed.com/r/Brandon-Franklin/f5dba71ceb935fea)

As a designer & programmer in the games industry, I plan to successfully establish myself as innovative and on the cutting edge of all aspects of the game development. I feel this keeps me prepared to identify the needs of a team and then either find a solution or create one.

Willing to relocate: Anywhere

Authorized to work in the US for any employer

WORK EXPERIENCE

MASON GAME

TECHNOLOGY ACADEMY - 2016 to Present

INSTRUCTOR & COURSE DEVELOPER

As an instructor, I: built accessible highschool game development courses; taught over 300 students game development; and helped them create unique and polished games as first time developers.

As a course developer, I: created a new VR design and development class; and made versatile scripts for new developers to make their first VR experiences with.

LEAD PROGRAMMER & PROJECT MANAGER

- 2015 to Present

At Third Shift Games, I: led a diverse team of 6 developers; programmed all game features; made development tools for team members; and produced our project demo.

EDUCATION

BFA in Computer Game Design

George Mason University

June 2017

SKILLS

3DS MAX (4 years), C# (4 years), JAVA (1 year), JAVASCRIPT (2 years), PYTHON (3 years)

LINKS

<http://brandonfranklin.design/portfolio/>

ADDITIONAL INFORMATION

INDUSTRY SKILLS:

- Programming
 - Created games using C#, Java, and Javascript (See portfolio URL above)
 - Created tools using C# and Python for artists (3DS Max), and writers (C# Application)
- Software/Hardware

- Developed games using the Unity and Unreal Engine over the last four years
- Utilized art workflows using 3DS Max, Quixel Suite, and PBR pipelines
- Made several projects using the HTC Vive and Google Daydream platform
- Collaboration
- Worked with teams of game developers for over 4 years
- Formed strong team communication using JIRA, Trello, GitHub, Slack, & Skype