Brady Moore

Game Developer

I am an Independent game developer, and a graduate from UCSC, looking to create unique experiences for people through the means of accessible digital and physical creations.

Education

2020 - University of California, Santa Cruz
BS - Computer Science: Computer Game Design

Projects

BPM: Bouncing Particle Madness
- Led a small team consisting of five diverse classmates
- Implemented gameplay and UI using JavaScript and Phaser

Magic Trick
- Worked as lead VFX and World Designer using Unity
- Collaborated on all aspects with our 14-person team

Mecha-Dino Space Battle
- Created a 3-4 player card game in a short time frame
- Players construct unique creatures every game
- Combines random elements with player persuasion

Dice Dash
- Concepted and Developed a new turn-based two player strategy game using 3d printed pieces and dice
- Iterated on mechanics to finetune to player feedback

Experience

Full Stack Developer, Rezonator
(Summer 2019 - Current)
- Gained insight into database management
- Collaborated with a small team to develop smooth UI
- Excelled at importing/exporting various data schemas
- Maintained Rezonator.com and tracked user analytics

Contact Info

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Proficiencies

Computer Software:
Adobe CC, Ableton, Blender, Google Analytics

Computer Languages:
Java, C++, C#, GML, HLSL

Game Engines:
Unity, GameMaker Studio 2, Phaser, Construct, Twine

Soft Skills:
Collaborative, Enthusiastic, Creative, Problem Solving, Communicative