

Charles C. Brandt

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STATEMENT OF PURPOSE:

To use my programming and creative skills to create exciting and innovative entertainment in digital media.

EDUCATION:

Carnegie Mellon University: Entertainment Technology Center, Pittsburgh, PA, May 2006

Master of Entertainment Technology (a combination of Computer Science and Art)

College of William and Mary, Williamsburg, VA, December 2002

Bachelor of Arts in European Studies, Minor in Economics

EXPERIENCE:

Gaming and Robotics Instructor

The Coder School Fremont, CA November 2017- Present

Creating 2D, 3D, and AR games in Unity/JavaScript/Python to be used for classroom curriculum. Developing a robotics curriculum, teaching code camps for Python, HTML/CSS/JavaScript, the Raspberry Pi, and C#.

Room Escape Hardware/Software Engineer

Scrap: Real Escape Game San Francisco, CA November 2018 - Present

Building a Unity AR minigame to entertain guests while they wait for games to start. Built mobile applications with Unity to communicate with computers over a local area network to control audio and visual playback within escape rooms.

Virtual Reality Engineer (Freelance)

Applied Materials Sunnyvale, CA September 2018 - November 2018

Creating networked multiplayer virtual reality training classroom with Unity for servicing microprocessor equipment. Built a Node/Express web app to extract data from an Excel document, translate, and generate .mp3s using Azure cloud services.

Technology Professor/Advocate, Maker Club Founder

Shizuoka Prefectural Board of Education Fuji, Shizuoka, Japan August 2015 - October 2017

Teaching students to program games using C# in Unity. Presenting workshops on using virtual reality, 3D printing/scanning, and video game/app creation. Founded a makerspace and built a 3D printer/scanner, laser engraver, etc.

Senior Software Engineer

International Gaming Technologies San Francisco, CA February 2012 - August 2015

Created a backbone system for connecting backend game logic to front-end JavaScript/Flash games as a member of the Game Development Kit team. Wrote software to empower artists to design particle effects and export generated code.

Senior Software Engineer

Crowdstar Inc. Burlingame, CA June 2011 — January 2012

Creating content editing software using Flex to support the creation and modification of YAML files. Managing pipeline for artists to implement UI elements for the game. Creating and modifying game code for a Facebook fashion game.

Software Engineer

Playfirst Inc. San Francisco, CA November 2010 — May 2011

Writing and maintaining code for the Facebook game Diner Dash. Writing JSFL Flash extensions to optimize the art pipeline for integration of assets. Implementing and testing 3rd party features for monetization into the live game.

Interaction Developer

Allen Interactions San Francisco, CA November 2008 — November 2010

Programmed and designed interactive eLearning applications, externalized all text and data from interaction to be controlled by XML to allow for easy modification and localization of interactions.

LANGUAGES:

C#, JavaScript, Python, Java, jQuery, Node.js, Express.js, React.js, PHP, HTML, CSS, JSON/YAML/XML, Actionscript

Fluent in German; very proficient in Japanese; very proficient in Russian; proficient in Mandarin Chinese

SKILLS:

Unity, Photoshop, Illustrator, Maya, Zbrush, Flash, ToonBoom Studio, Audition, Voice acting, Tuvan throat singing.

AWARDS/HONORS:

- 2015 & 2016 JET Alumni Association grants to create a makerspace in Fuji, Japan
- Speaker GDC China 2014: Building Tools for Empowering Creativity and Improving Efficiency
- 2006 2 Telly Awards for Don on the Farm (2D Animation)