

Brady Mauermann-Peterson

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Skills

Languages:

JavaScript, HTML5, CSS3, XML, JSON

Web Technologies:

Bootstrap, jQuery, Node.js, NPM, Gulp, Bower, Mongoose, MongoDB, Express, Socket.IO, REST, Handlebars, EJS, Passport, Chart.js

Other:

Agile/Scrum, Perforce, GitHub, Photoshop, Heroku, Responsive Development

Projects

Overwatch Stats

www.ow-stats.com

Bootstrap, Handlebars, jQuery, Overwatch API, OW API, Gulp

A simple site for viewing and comparing Overwatch hero statistics. Pulls data from two different APIs, and uses Handlebars templating to generate info and statistics for each of the 24 heroes.

Tweet Track

www.tweet-track.com

Node.js, Express, REST, MongoDB, Mongoose, Passport, EJS, Chart.js, Socket.IO

A full-stack site for tracking hashtags on Twitter using the public stream API. Includes OAuth user authentication.

Portfolio

www.brady.digital

Bootstrap, JavaScript, jQuery

A static site detailing my projects and experience.

Experience

Electronic Arts – Game Designer

October 2014 – December 2016

The Simpsons: Tapped Out | Unannounced Project

- Scripting of game updates using both XML and proprietary languages.
- Lead on various designs, including the quest system and character progression.
- Concepting of new updates and features on a rapid schedule, including collaboration with remote teams of artists, engineers, and producers.

Minicore Studios – Game Developer

April 2013 – Oct 2014

The Sun at Night | Murder at Mystery Manor

- Development of game UI in Unity3D.
- Scripting of level interactions and complex dialogue trees.
- Level design, including playtesting and UX concerns.

Education

Austin Community College

Austin, Texas

Associate of Arts and Sciences (AAS), Game Design

2011-2013