# Brady Mauermann-Peterson

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## Skills

**Languages:**
JavaScript, C#, HTML5, CSS3, XML, JSON

**Web Technologies:**
Bootstrap, JQuery, Node.js, NPM, Gulp, Bower, Mongoose, MongoDB, Express, Socket.IO, REST, Handlebars, EJS, Passport, Chart.js

## 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 – January 2017
**The Simpsons: Tapped Out | Unannounced Project**

- Scripting of live events using both XML and proprietary languages.
- Lead two other designers on various system designs, including the quest system and character progression.
- Concepting 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