Brady Mauermann-Peterson

brady.bcmp@gmail.com ◆ Seattle, WA 98144 ◆ (832) 607-2618 ◆ github.com/seifer8ff

Skills

Languages:
JavaScript (ES5/ES6), TypeScript, HTML5, CSS3, XML, JSON

Web Technologies:
Angular2/4, Bootstrap, jQuery, Node.js, NPM, Gulp, Bower, Mongoose, MongoDB, Express, REST, Handlebars, EJS, Passport, Chart.js

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

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.

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.

GIF Tab   **www.brady.digital**
JavaScript, GIPHY API, AJAX, ES6/ES2015, JavaScript Module Pattern

A Chrome Extension released on the Chrome Web Store that replaces the new tab interface with a responsive grid of trending GIFs pulled from the GIPHY API.

Education

Austin Community College   **Austin, Texas**

Associate of Arts and Sciences (AAS), Game Design   2011-2013