Brayden **Tremper**

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Education

Oregon State University   *2017 to Present*

Applied Computer Science in Game and Simulation Programming
Expected Graduation date June 2021   *Corvallis, OR*
3.62 GPA

Relevant Coursework : *Object Oriented Programming, Artificial Intelligence, Computer Graphics, Cloud Application Development, Vector Calculus, Engineering Graphics and 3D Modeling*

Work Experience

Software Engineer Intern   *2020 to 2020*

Space Dwarves Entertainment   *Remote*
Aided in the gameplay programming using C# in this summer internship, for the upcoming game, Border Moons Online. Focused on object-oriented programming to develop an extensive combat and talent tree system with a varying skill set for all possible characters.

Graphic Designer   *2014 to 2020*

Freelance   *Remote*
Designed a range of graphical products for clients consisting of, but not limited to,
logos, apparel, rebranding's, advertisements, and 3D mock-ups

Engineering Intern   *2016 to 2017*

Digital Harvest   *Pendleton, OR*
Aided in the design, programming, and assembly of various team projects, primarily an autonomous vehicle equipped with a mechanical arm which can be operated through virtual reality to aid in crop harvest

Skills

Computer Science

•**Programming Languages** : C, C++, C#, Python, Javascript, Prolog, Perl, Scheme, Matlab
•**Environments** : Linux, Unix, Visual Studio, Atom, OpenGL

Game Development

•**Game Engines** : Unity3D, Unreal Engines
•**Environments** : Virtual Reality, 3D, 2D

Graphic Design

•**Software** : Photoshop, Illustrator, Cinema4D, Solidworks, Blender
•**Environments** : 2D, 3D, Animations

Projects

Undead Blade

Individual
This is a virtual reality game developed in Unity3D. Undead Blade is a zombie wave spawner that utilizes a melee combat system in order to explore the limits of VR immersion.

Dance of Warriors

Team Capstone Project
This is a 3D game developed in Unity3D. This 3rd person combat game focuses on the idea of choreographed fights according to a given song rhythm to mimic a respective feeling of dancing between the player and enemy AI.