

Brayden Tremper

Corvallis, OR

☎ 541.429.0094 | ✉ tremperb@oregonstate.edu | 🌐 tremperb.github.io

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.