

Brayden Tremper

Corvallis, OR

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Education

Oregon State University

2017 to Present

Applied Computer Science in Game and Simulation Programming

Expected Graduation date June 2021

3.62 GPA

Corvallis, OR

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

Honors

- Achieved Honor Roll at Oregon State University for the past five consecutive terms.
- Invited to speak at Oregon State celebration dinner due to being one of the highest achieving undergraduates from Pendleton, OR.
- Member of the Video Game Development Club at Oregon State University, specializing in gameplay programming.