

Brayden Tremper

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Corvallis, OR

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Education

Oregon State University

2017 to Present

Applied Computer Science in Game and Simulation Programming

Corvallis, OR

Expected Graduation date June 2021

3.62 GPA

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

Work Experience

Graphic Designer

2014 to Present

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

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 Mechanics.