



BRAYDEN TREMPER



CONTACT

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HONORS

- Invited to speak at Oregon State Celebration dinner due to being the highest achieving student from Pendleton, OR.
- Honor Roll at Oregon State University for the past four consecutive terms, Winter 2019, Spring 2019, Fall 2019, and Winter 2020.
- Member of the Video Game Development club at Oregon State University, specializing in Gameplay Mechanics.



EDUCATION

- **OREGON STATE UNIVERSITY** / 2017 - 2021
Computer Science Applied in Game & Simulation Programming
3.56 GPA
Relevant Coursework: Object Oriented Programming, Computer Architecture & Assembly Language, Data Structures, Software Engineering, Databases, Analysis of Algorithms, Vector Calculus, Artificial Intelligence, and Engineering Graphics & 3D Modeling
- **Pendleton High School** / 2012 - 2017
General High School Diploma
3.76 GPA
Relevant Coursework: Engineering Drafting & 3D Modeling



WORK EXPERIENCE

- **INTERNSHIP** / 2016 - 2017
Digital Harvest
Pendleton, OR
Programmed and Assembled a mechanical arm which can be operated through virtual reality and applied to aid in crop harvest
- **GRAPHIC DESIGN** / 2014 - 2020
Freelance
Pendleton, OR
Designed a range of graphical products for clients consisting of, but not limited to, logos, apparel, rebranding's, advertisements, and 3D mockups



SPECIAL SKILLS

- C/C++ programming in a general scope, object oriented, and data structures
- Video game development using Unity3D and programming through C#
- Graphic Design using Photoshop, Illustrator, Cinema4D, and Solidworks