

Brandon Cimino

Game Engineer

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Cell: 203-710-3239

Game Development Experience

Pole Control, *Lead Programmer & Designer*, 2015, Worcester, MA

- A physics-based puzzle game with Twitter-integrated stage creation.
- Programmed a system to export stages as tweet-able strings, ex.: *[From Downtown•0•d³Hd⁻BeÄh°EfK•bC•]*, and then import them via copy/paste.
- Programmed level editor, import/export functions, all puzzle objects and UI.
- Scripted a full tutorial, and iterated it based on public demo feedback.

Fortune Fountain, *Lead Programmer & Designer*, 2013-14, Worcester, MA

- A 3D, Cookie-Clicker-inspired incremental game.
- Programmed complex UI systems to handle in-depth item menus.
- Developed scalable visuals for weaker devices to retain the tons-of-items feel.

Mass DiGI Summer Innovation Program, *Lead Gameplay Programmer & Designer*, 2013, Worcester, MA

- Worked with NeuroScouting LLC, a neuroscience company based in Cambridge, MA, to build an iPad game in Unity3D intended to boost executive function.
- Developed and iterated on core concept to meet an outside party's expectations.
- Presented and pitched the game at a moment's notice to peers, industry professionals, congressmen, and more.

Other Leadership Experience

Becker College Booth at PAX East 2012 - 2015, *Exhibitor*, Boston, MA

- Presented various games each year, and promoted myself, my game, and Becker College.

Digital Media Academy, *Instructor*, 2015, Austin, TX

- Taught Python, Java, and Minecraft to students aged 10-18.

iD Tech Academy, *Instructor*, 2014, Cambridge, MA

- Taught Unity3D with Javascript to students aged 13-18.

Technical Skills

- **Expertise:** Unity3D, C#, Perforce, Agile, Kanban
- **Proficiency:** Java, Javascript, Python, Maya, Photoshop, Illustrator

Education

Becker College, Worcester, MA, 2011-2015

BA in Interactive Media Design, minor in Creative Writing

Awards & Activities

- 2015 Becker College Aspiring Scholar award for excellence in English
- 2013-2014 Entertainment Association Foundation Scholarship
- Leading roles on 3 shipped mobile games
- First place in multiple school-run game jams
- Extensive public speaking, teaching, public demo, and theatre experience