BRYAN DEDEURWAERDER

Game Developer

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EXPERIENCE

Game Developer

University of Nevada, Reno (Evolutionary Computing Systems Lab)

📅 April 2019 – Present 📍 Reno, Nevada

- Development of simulation and real time strategy based games in Unity
- Working with team and ensuring excellent project collaboration practices through Github and in person interactions
- Demonstrate proper time management while maintaining a full class schedule
- Optimization of code and graphics on multiple devices (tablet, smartphone, VR, desktop)

Indie Game Developer

Creating content for Roblox Corporation

📅 August 2017 – Present 📍 Reno, Nevada

- Independent project management and project scoping
- Practice solving a wide range of user experience problems with coding and graphic solutions
- Learn how to thoroughly navigate code documentation to explore diverse solution approaches
- Concentrate on maximizing game appeal to a wide audience

Web Developer

The Change Companies

📅 May 2016 – Aug 2017 📍 Carson City, Nevada

- Wrote and adjusted code to optimize webpage navigation
- Prototyped concept website interface layouts to reduce project overhead
- Navigated large SQL databases to filter desired results
- Provided technical customer support over the phone for customers around the country

Graphic Designer

Absolute Graphix

📅 April 2014 – May 2016 📍 Sparks, Nevada

- Became proficient using design software to satisfy customer and print process requirements.
- Guided graphic designers and press operators which afforded me leadership skills
- Created a systems of standards for job quality and production error reduction
- Displayed workplace readiness by my positive attitude and focused work ethic

EDUCATION

University of Nevada, Reno (UNR)

Bachelor of Computer Science of Engineering (in process)

📅 Aug 2017 – present

Truckee Meadows Community College (TMCC)

Pursuing Associate of Science with Programming Emphasis

📅 Aug 2014 – May 2017

Academy of Arts, Careers, and Technologies (AACT)

College Credits Earned

📅 Aug 2010 – June 2012

SKILLS

- **Coding Languages:**

  C, C++, C#, Lua, Python, HTML5, CSS, Latex
- **Software Tools:**

  Adobe Illustrator, Adobe Photoshop, 3D Studio Max, Sketchup, Github, Unity, Roblox Studio, Clion, Visual Studio, Eclipse

RECENT PROJECTS

Home Building MMORP Simulation Game

- Wrote all the main game code (thousands of lines) in Lua script
- Engineered efficient player loading sequences and data storage
- Enhanced the user experience across all platforms
- Created all the graphic design and 3D elements.

Vessel AI Simulation Game

- Developed the entire game engine architecture (minus GFX and INPUT) using OGRE 3D
- Created artificial intelligent commands to follow, predict and intercept other boats
- Used potential fields to avoid collisions while approaching desired objectives

ACHIEVEMENTS

- Developed a game with 10+ million visits
- Developed and maintained more then 4 games that reached a combined total of 3+ million visits
- Placed 2nd in Microsoft sponsored Hackathon under category "Best Windows Application"
- Ranked second place in the USA for a SkillsUSA technical skill competition