

Brandon Badger – Game Designer

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Education

Master of Entertainment Technology, May 2021.

Carnegie Mellon University, Entertainment Technology Center (ETC), Pittsburgh, PA.

Bachelor of Science in Computer Science, April 2019.

University of Pittsburgh, Pittsburgh, PA.

Skills

Programming: Unreal Blueprints, C#, C++, GDScript.

Software: Unreal Engine 4/5, Unity, Godot, Perforce, Git, JIRA, Miro, Milanote, Blender, Cubase 12, FL Studio.

Work Experience

Simcoach Games - Game Designer, July 2021 - February 2024.

- Consulted with subject matter experts to achieve learning objectives and teaching goals into projects.
- Prototyped game concepts in Unity, Godot, and Unreal for multiple platforms.
- Wrote game design documents, created UI mockups, and facilitated playtests with our target audience.
- Composed background music and created sound effects for all involved projects.

Space Oasis (Unreleased) - Game Designer, Audio Designer, December 2022 - April 2023.

- Self-prototyped several calming Virtual Reality experiences in Unreal, eventually leading to one cohesive calming experience developed with a small team.

Cobot Putt Factory - Game Designer, Audio Designer, April 2022 - June 2022.

- Concepted, prototyped, and released a mobile game introducing the concept of Cobots to players with a focus on unique use of technology.

Outer Worlds 2 (Unreleased), Obsidian Entertainment - Content Design Intern, February 2021 - July 2021.

- Created prefab rooms and level layouts as a base skeleton for building levels during the game's production in Unreal Engine 4.
- Collaborated with environment artists to create tilesets that fit the needs of the Design team to build out engaging level layouts.
- Participated in design discussions during the game's Pre-Production phase, along with generating narrative ideas for the various locations that the player will visit.

Mixthesia – Technical Artist, 3D Artist, Fall 2020. ETC studio project.

- Collaborated with a team of five to explore teaching sound mixing in virtual reality.
- Created shaders and 3D assets to match the artistic vision for our experience.
- Interviewed music industry professionals to get their insight into various sound mixing tools and concepts as a foundation for our prototypes.

President's Cup Cybersecurity Competition 2020 - Game Designer, Product Manager, May 2020 - August 2020.

- Designed the beat sheets, game design documents, and level layouts associated with two levels for a cooperative first-person multiplayer experience.
- Designed, developed, and iterated on levels within the scope and constraints of our clients.
- Managed various interdepartmental JIRA tasks associated with my levels.
- Conducted playtests with naive guests and demos to stakeholders via Zoom to show off our product and receive feedback on our levels.

Personal Projects

[MONOCHROME] (Unreleased) - Lead Designer, Producer, October 2022 - October 2023.

- Led a small team to develop a multiplayer RPG prototype with an emphasis on pro-social play.
- Created technical documentation for our programmer on how to implement features for the designers to utilize in-engine.
- Utilized an Agile development process to prototype, iterate, and refine mechanics based on design goals.
- Playtested with naive players at a local showcase to receive feedback to refine our product.