

# Brandon Golden

## Contact

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### Phone

772 494 9282

### Email

brandongoldengamedev@gmail.com

### LinkedIn

linkedin.com/in/brandonkgolden

### Portfolio

brandon-golden.com

## Education

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2016 - 2022

### BA- Animation, Modeling, and Gaming

Indian River State College

## Expertise

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- Unity
- C#
- C++
- Git
- Maya
- Blender
- Photoshop

## Game Design / Programming

Passionate Game Designer and Programmer with over 6 years of experience working on both professional and personal projects. Proficient at programming and designing polished and cohesive gameplay systems. Experienced with producing content under tight deadlines. Highly organized, and skilled in written and verbal communication.

## Experience

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○ 2022 - 2023

JoyTea Interactive LLC., *Kart Royale*

### Gameplay Engineer

Prototyped, programmed, and polished game mechanics for real-time multiplayer. Made tools to facilitate asset importing and creation. Polished and optimized the game to work on a wide range of mobile devices. Brought the game to completion and launched worldwide on iOS and Android.

○ 2022

*Sentai Simian*

### Lead Designer

Lead a team of artists and designers to craft a cohesive visual, aural, and gameplay experience. Wrote an extensive Game Design Document to effectively communicate my design goals and vision. Programmed and polished all aspects of the game. Implemented all assets, including Animations and Animation States, UI, Audio, and Materials into Unity.

○ 2021

*This Is a Robbery*

### Gameplay Programmer

Programmed and polished gameplay mechanics and AI based on a Game Design Document. Improved gameplay by discussing and making various game design decisions with the project lead. Designed and white-boxed a level to explore unique combat encounters and platforming challenges.

## Reference

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Please inquire for contact information

### Tony Xu

Studio Lead, JoyTea Interactive