

# Brady Irvine

## Game Developer

Phone: 1+ 613-315-9773

Website: [bradyirvine.com](http://bradyirvine.com)

Email: [BradyIrv@Outlook.com](mailto:BradyIrv@Outlook.com)

LinkedIn: [linkedin.com/in/bradyirv](https://www.linkedin.com/in/bradyirv)

I'm a quick visual learner and great problem solver with a knack for brainstorming and implementing creative designs into my games. I enjoy working with a team because I get the chance to explore different perspectives and meet interesting people. I have experience in C# for Unity, API handling, JSON, JavaScript, HTML, and C++ for Unreal Engine 4.



## Work Experience

---

Aug 2018 - Present

### Unity C#, WebGL Game Developer – Private

- Experience interacting with an API, Streaming Assets, JSON serialization/deserialization, JavaScript Plugin integration, real-time Iframe displaying html content as game overlay
- Trained in HTML, JavaScript and project templating for WebGL platform support
- Tasked with all Unity based gameplay and user interface programming
- Improved knowledge of code optimization to improve build performance

Oct 2017 – Apr 2018

### Unreal C++, Intern & QA – Pixel by Pixel Studios

- Documented constructive feedback in JIRA formatting for company project “Resurgence – Earth United”
- Attained experience with Pipeline, Teamwork and Perforce version control software
- Tested for problem solving skills with game scenarios in Unreal Engine
- Improved knowledge of Data Structures, Networking, and UI Systems

Aug 2018 – Dec 2018

### Game Programming Tutor – Private

- C# in Unity using Visual Studio IDE, C++ using Visual Studio IDE

Apr 2018 – Aug 2018

### Game Dev Tutor – Toronto Film School

- Math, Physics, C# in Unity, basic 3DS Max, HTML, JavaScript, CSS, Construct 2



## Education

---

July 2017 – Dec 2018

### College Diploma, Video Game Design & Development

Toronto Film School (Toronto, Ontario, Canada)

Award of Academic Distinction for President’s List w/ Honors in all terms of study



## Skills

---

- Exceptional understanding of C# programming and Unity Engine
- Teamplayer with experience working on teams in industry, community, and school
- Knowledge of development for Android, WebGL, PC, GVR, and board games



## Personal Projects

---

### Multiplayer Vehicular Combat Battle Arena (C#) – PC, Unity Multiplayer

- Team Capstone project, participated as Creative Director
- Offensive and defensive weapon loadout selection
- Five playable physics based vehicles with arcade jumping controls
- Networked to support 20 player lobbies

### Tower Defense (C#) – Android with Gyro / Google Cardboard VR

- On a dark and stormy night you find yourself defending your ship from oncoming mutants
- Relocate yourself to tower positions around the map, slay enemies with three different spells
- Unlimited waves Tower Defense

### Vertical Endless Runner (C#) – Android

- Mock of Flippy Knife's Climbing gamemode w/ added unique content
- Save/Load data with item unlock progression

### RPG UNO Card Game (C++) – Visual Studio / SDL graphics

- Android, procedural game mode, coded using Unity Physics
- Climb the posts by adding force to your knife by swiping



## Community Game Jams

---

May 2018

### TO 13

- Supervised a team of 8, with 3 programmers and 5 artists.
- Programmed Gameflow, UI, and AI NavMesh Agents on a spherical environment
- Designed and created a game in 72 hours
- Page Link: <https://bradyirv.itch.io/goat-rescue>

Jan 2018

### Global Game Jam 2018

- Worked in a team of 9, with 5 programmers and 4 artists
- Programmed Gameflow, UI, Audio and Interactive Objects
- Designed and created a game in 72 hours
- Page Link: <https://globalgamejam.org/2018/games/q-bot>

*References available upon request*