

Cedric Brownell

(518) 605-6292

cbrownew@gmail.com

cedricbrownell.com

Game Designer and Programmer seeking to join a team of simarlily passionate individuals focused on delivering an exciting and comprehensive player experience.

Education

Bachelor of Science in Game Design, May 2021

Bachelor of Science in Game Programming, May 2021

Technical Skills

Unreal Engine 4(UE4) Blueprints	Google Suite	C++
Unity Engine	Agile Development	C#
Xcode/iOS Development	Jira	Python
Visual Studio	Redmine Taskboard & Wiki	Git/Git Fork

Video Game Production Projects

Live/Wire, Spring 2021

Systems & Balance Designer on a team of 15 composed of programmers, artists, designers, and producers contributing to a capstone project. Responsible for implementation of three weapons during the pre-alpha stage of development. Utilized Unreal Blueprints to build the weapon's unique firing from an existing structure. Participated in agile practices with the team to move the newly built weapons into the production phase. Balanced the core multiplayer game experience to enhance the feel and fun of the game. Analyzed values from user feedback and collaborated with the QA team to test. Evaluated QA feedback and refined the game experience to better match the intended game experience. This released game is available in the Steam game store.

Zuberi, Fall 2020

Systems & AI Designer on a capstone project team of 5 programmers, artists and producers. Responsible for improving the game feel of the player's jumping and attacking features. Designed and refined AI behaviors for enemies. Designed enemy character behavior, documented instructions, and worked on creating a pipeline for their implementation/iteration. Prototyped UI for the game's inventory system and worked with the designated UI programmer to implement it into the game. This game was produced and made available to the Champlain Game Studio community.

Employment Experience

Amazon Fulfillment Associate T1

Amazon, *June 2021-Current*

Receive and distribute packages onto the designated conveyor belt. Responsible for uploading, identifying, sorting, and stacking packages on pallets appropriate to their intended destination. Team contributor in meetings alongside exceeding daily team metrics.

Service Desk Associate

Digital Federal Credit Union, *Summer & Winter break 2018-2019*

Responded to internal calls from credit union staff. Diagnosed and resolved issues. Identified and escalated wide scale issues. Completed special assignment to install and train Human Resource staff on use of 3D Virtual training equipment.

Internship Experience

Application Development Intern

Digital Federal Credit Union, *Summer 2020*

Coordinated the upgrading of projects' .Net Framework to the most recent version available. Inventoried projects, prioritized upgrades with team lead, and communicated assignments to developers. Updated 100% of projects while archiving other projects that could not be upgraded or were outdated. Participated in daily stand up and departmental meetings.