# Brandon Greene-Hooks

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## Gameplay Engineer

Gameplay engineer with proven ability to conceptualize, design, and develop games. Specialized in rapid-prototyping and solidifying core gameplay loops. Released seven titles for desktop and mobile throughout ten years of part-time development work, console experience. Passion for quality in games.

## CORE COMPETENCIES

| Development Tools | | Programming Languages | | Debugging Tools | |
|---|---|---|---|---|---|
| Unity | Unreal Engine | C# | JavaScript | JIRA | TestFlight |
| Shader Graph | Blueprints | C++ | PHP | TestRail | |
| Input Actions | Autodesk | HLSL | MYSQL | Postman | |
| Profiler | Adobe Suite | HTML5 | | Jenkins | |
| NGO | GIT | CSS3 | | Android Studio | |

## WORK EXPERIENCE

**Independent Development**                                                          March 2014 - Present

Fast-paced environment and agile workflow to develop engaging titles, collaborating with teams across multiple disciplines to reach our ultimate goal of making games happen.

- Title launched on Windows, MacOS, and Linux machines with over 500 thousand downloads
- Leading development on an upcoming title for Microsoft Store on PC, Xbox One and Xbox Series X|S, delivering achievements, rich presence, and invite-only matchmaking functionality
- Authored complex shader with true 1-bit, customizable limited color palette and variable density dithering for enhanced depth in 2D games
- Promoted accessible gaming with in-game key remapping solution for enhanced controller, mouse and keyboard support
- Crafted and rigorously playtested over 100 deceptively simple puzzles with multiple solutions for a physics-based puzzle game, leveraging accelerometer-based motion and haptic feedback
- Expertly navigated simultaneous launches on Google Play, App Store, and Windows Store
- Seamlessly integrated Steamworks API features into existing title, increasing player engagement by 45%
- Pioneered gameplay systems with local and online multiplayer modes supporting cross-platform play, peer-to-peer networking solutions and dedicated servers
- Transposed two-dimensional gameplay to three-dimensional worldspace while maintaining look and feel from proof-of-concept and design specifications
- Designed multiple mesh manipulation, texture read/write protocols, and oceanic buoyancy calculations efficiently and executed in runtime

## EDUCATION

**Bachelor of Science in Graphic Information Technology**

Ira A. Fulton Schools of Engineering, Arizona State University

- Summa Cum Laude
- Dean's List
- 4.0 Cumulative GPA