BRANDON COFFEY

bmc939@gmail.com | brandoncoffey.com | github.com/BrandonMCoffey

SKILLS & SOFTWARE

Unity – C#, Editor Tools, Object Oriented Programming, Networking, HLSL, Shader Graph
Unreal – Blueprints, Materials, Niagara, Animation Blueprints, Modeling Tools, Optimization
Autodesk Maya – Modeling, Python Tools, Lighting, Arnold Rendering, AOVs for Nuke, MASH
Git / GitHub – Managing Large Repos with 40+ People Working on it, Wrote Documentation for Artists

EXPERIENCE

Technical Artist / VR Programmer | Relevant VR   *Jun 2023 – Present*
- Developed augmented and virtual reality experiences, metaverse spaces, and interactive media.
- Won three Silver Davey Awards in Emerging Tech for projects I led.

Lead Programmer | Tobor Quest & Ghost House (UTD Game Lab)   *Jan 2022 – Dec 2022*
- Collaborated with other leads to design and build multiple games in a studio-like environment.
- Ensured all the game systems functioned together and were usable by game and level designers.
- Maintained source control through a GitHub Repo and trained others on how to use Git properly.
- Encouraged and organized a team of 7+ programmers to complete tasks by their deadlines.

VR Programmer | Multimodal Interaction Lab   *Feb 2022 – May 2023*
- Communicated with CS PHD students to design VR tools with mid-air haptic and thermal feedback.
- Built complex VR Unity Projects involving Oculus, MRTK toolkit, and Ultraleap haptics.
- Researched and designed a Metaverse-style experience that syncs the real and virtual lab together with a digital twin for collaboration between local and remote users.

Programmer | Deaths Bloom (UTD Game Lab)   *Jan 2023 – May 2023*
- Implemented various blueprints for Level Designers in Unreal Engine 5 to optimize level workflow.
- Designed a workflow for importing complex Maya rigs with deformers into Unreal Engine.

EDUCATION

B.A. in Arts, Technology, and Emerging Communications – Animation and Games   *Aug 2019 – May 2023*
Minor in Computer Science   *GPA: 3.858*
The University of Texas at Dallas – Richardson, TX

LEADERSHIP EXPERIENCE

Vice President | Student Game Development Association   *May 2022 – May 2023*
- Headed multiple Game Jams, organized in person meetups, and communicated with judges.
- Led various workshops to teach students at UTD how to use game engines and make games.
- Ensured the club was in good standing with the university.

Eagle Scout   *October 2016*
Boy Scouts of America, Allen, TX