**Proficiencies**

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| --- | --- | --- |
| **Technical** | **Software** | **Other Skills** |
| **Advanced:**  C++, C#, Lua, FMOD Ex, XML | **Advanced:**  Visual Studio, MS Office, Tortoise SVN, Perforce, Sublime Text | * Excellent written and oral communication skills * Excellent debugging skills * Strong 3D math skills * Experience with Client-Server multiplayer networking * Experience implementing and using data structures |
| **Intermediate:**  SFML, DirectX 9, OpenGL, XNA | **Intermediate:**  Photoshop CC, UDK, Visio |
| **Basic:**  Python, HLSL, LÖVE | **Basic:**  3DS Max, Adobe Flash, Audacity |

**Employment History**

Frostburn Studios (Portage, MI)

*Programmer* ***June 2014 – Present***

* Extend the functionality of the existing C++ code base to include new engine and gameplay features.
* Work with other team members to determine functionality required for new features and systems.
* Help architect code to create clean, elegant, and future proof code for new functionality.

S2 Games (Portage, MI)

*UI Programmer* ***October 2012 – June 2014***

* Work extensively with Lua and a proprietary scripting language to implement user interface functionality.
* Help with designing new elements in the user interface for new features.
* Work closely with other teams and developers to get features finished as described and on time.

**Project History**

*Heroes of Newerth* (Windows/Mac/Linux: Multiplayer Online Battle Arena) – Team of 35

**UI/C++ Programmer** (C++, Lua, XML)

* Added systems such as rounds, scoring, and timers to allow designers more control over the flow of gameplay.
* Implemented undo/redo functionality in the map editor along with fixing large amounts of bugs.
* Managed and implemented the UI for the ‘Plinko’ monetization system.
* Implemented multiple features for version 3.0, including the redesigned Matchmaking, News, and ‘Learnatorium’.

*Solanus* (Windows: Action Zombie Simulation) – Team of 5

**Lead Programmer** (C++, DirectX 9)

* Integrated Lua and created functionality to facilitate its use for scripting dialog and quests.
* Implemented much of the memory manager system which tracked and allocated memory for the entire engine.
* Implemented a static octree and culling to improve rendering performance.

*Graviton Man* (Windows: Side-Scrolling Puzzle Platformer) – Team of 4

**Lead Programmer** (C++, DirectX 9)

* Implemented the in-game abilities to control time and gravity.
* Designed and coded the tile engine that powers the game.
* Created programmable switches that allow the map to be modified and entities toggled while the game is running.

**For more info on some of these projects as well as other projects visit: http://www.brandonclong.com/projects/**

**Education**

DeVry University (Phoenix, AZ)

*Bachelor of Science in Game and Simulation Programming* (GPA: 4.00)***2009-2012***

* Graduated June 22, 2012 – Summa Cum Laude