

# Brandon Long

Location: Portage, MI  
<http://www.brandonclong.com>

Phone: 269-759-8527  
[BCL@BrandonCLong.com](mailto:BCL@BrandonCLong.com)

---

## Proficiencies

### Technical

**Advanced:**

C++, C#, Lua, FMOD Ex, XML

**Intermediate:**

SFML, DirectX 9, OpenGL, XNA

**Basic:**

Python, HLSL, LÖVE

### Software

**Advanced:**

Visual Studio, MS Office, Tortoise  
SVN, Perforce, Sublime Text

**Intermediate:**

Photoshop CC, UDK, Visio

**Basic:**

3DS Max, Adobe Flash, Audacity

### Other Skills

- 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

---

## Employment History

Frostburn Studios  
*Programmer*

(Portage, MI)

**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  
*UI Programmer*

(Portage, MI)

**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