

# Brian Rust

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# Gameplay Programmer

## Skills

Programming Languages: C++, C#, C, JavaScript, CSS, Java  
Software: Microsoft Office 2013 (Word, Excel, and PowerPoint), Visual Studio 2010  
Project Management Tools: GitHub, TortoiseSVN, Perforce  
Graphics Libraries: OpenGL, DirectX  
Scripting Languages: Unreal Blueprint Script, Lua  
Game Engines: Unreal Development Kit (UDK 2013-07), Unreal 4 (UE4), Unity

## Games

***Battle of the Banderas*** **3D Multiplayer First Person Shooter**  
***Escargo*** **3D Multiplayer First Person Shooter**  
Programmer 2 Months UDK Teams of 8 (Three Programmers each)

- Worked on both games concurrently
- Assisted in final polish and bug fixing for second half of production
- Edited and implemented sounds while removing UDK default sounds

***Inua*** **3D First Person Puzzle**  
Programmer 5 Months UE4 Team of 14 (Five Programmers)

- Implemented ice/fire projectile interactions with water, ice, and lava
  - Ice hexes form on water when hit with ice projectiles
  - Fire creating steam when hitting ice blocks and water
  - Ice projectiles create lava rocks when they collide with lava
- Scripted flowing water, pushing player character, ice cubes, and ice hexes
- Playtest game/levels, fixing programming related bugs, and passing along other issues to the appropriate department

***Gnome Problem*** **2D Mobile Card Game**  
Game Designer/Programmer 3 Months Unity Team of 6 (Four Programmers)

- Designed card queue and player hand
- Coded chat interface
- Integrated client mechanics with the server's event system

## Individual Projects

***2D Map Generation with Cellular Automata*** **2.5 Months** **C++/OpenGL**

- Implemented procedural map generation with cellular automata
- Created XML based data driven system for generating levels
- Made map with four different tile types

***A\* Pathfinding*** **2.5 Months** **C++/OpenGL**

- Programmed A\* pathfinding for navigating characters to where the player clicks
- Implemented fog of war with visible, known, and unknown tiles
- Characters share map knowledge with each other

## Education

**The GuildHall at Southern Methodist University** **2015** **Plano, TX**  
Professional Certificate in Digital Game Development, Specialization in Software Development

**University of North Texas** **2013** **Denton, TX**  
Bachelor of Science in Computer Science

## Work Experience

**Yvolver** **June 2015 – August 2015**  
Game Designer/Programmer Intern

- Programmed *Gnome Problem* through Unity/C# for IOS and Android
- Designed gameplay mechanics behind *Gnome Problem*
- Wrote gameplay sections of the Game Design Document (GDD)

**US Army** **2003 – 2007**  
Electronic Warfare/Intercept System Repairer

- Prepared and maintained mission equipment in aircraft
- Expired Top Secret Clearance
- Honorable Discharge