



BRANDON FOGERTY

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 [HTTPS://WWW.LINKEDIN.COM/IN/BFOGERTY](https://www.linkedin.com/in/bfogerty)
[HTTP://WWW.XDPIXEL.COM](http://www.xdpixel.com)

SUMMARY

Software Engineer with a Specialty in Graphics and Tool Development

Over 10 shipped titles on various platforms including iPhone, Nintendo 3DS, PC, and Specialty Military Simulation Hardware

7 years of professional experience in the game industry

Customer Focused. Works well with Artists and Designers.

Not afraid to work with Artist Tools to make them better

Passionate about Graphics and Math

Creator of xdpixel.com

Published my first game before I was 18.

COMPUTER SKILLS

Languages

C#, GLSL, CG, HLSL, C++, Python, Javascript

Game Engines and APIs

· Unity3D, CryEngine, Custom Proprietary Engines, DirectX, and OpenGL

Software

· Visual Studio, MonoDevelop, Maya, Photoshop, Excel

EXPERIENCE

- 2012-Present Senior Software Engineer, [Glu Mobile](#) (Unity3D, Maya, C#, CG, GLSL, Python)
- Primarily responsible for supporting our Artists with Shaders, graphics game engine tech, and Maya based Tools.
 - Developed and supports a large part of our dynamic data tool pipeline which all studio disciplines use on a daily basis across multiple teams.
 - Written the gameplay mechanics for multiple titles
 - Developed Core engine functionality that has powered many of our shipped titles.
- 2011-2012 Senior Software Engineer, [n-Space](#) (C++, C#)
- Responsible for writing the gameplay functionality for Jaws Ultimate Predator 3DS.
 - Responsible for building tech for the Studio's Xbox 360 and iOS game engines.
- 2009-2011 Software Engineer, [Cubic Combat Simulations](#) (CryEngine, C++, Lua)
- Developed weapon training simulators for the Military.
 - Primarily responsible for writing the gameplay and AI functionality.
 - Extended the graphics technology.
 - Wrote many Flow Nodes so that our Customers could visually script their own scenarios.
- 2008-2009 Software Engineer, [Kaneva](#) (C++)
- Responsible for extending our custom game engine with functionality needed by our gameplay scripting team.
 - Helped integrate Flash into the game engine to support mini games in the Virtual World.
 - Assisted the UI team in improving the look and feel of our Game's launcher.
 - Implemented various monetization mechanics like "Instant Buy".
- Summer 2007 Software Engineer Intern, [Motorola](#) (C# and Java)
- Developed a scripting language based on XML that allowed the cognitive engineers to dynamically create completely new user interfaces for testing context aware applications.
- Summer 2006 Software Engineer Intern, [Motorola](#) (C# and Java)
- Assisted in the Development of 3D Avatar Technology to sell and dispense Cell Phones.
 - Wrote a server/client protocol to allow third party apps to control the Avatar.

EDUCATION

- 2008 Master of Computer Science, *Georgia Southwestern State University*
- 2006 Bachelor of Science, *Georgia Southwestern State University*