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| Brian May | [Brian-May.com](http://brian-may.com/)BMay1286@Gmail.com413-281-8481 |
| Profile* Lead Technical Designer at C77 Entertainment
* Gameplay & Systems Design Experience
* Management experience
* Technical Art experience
 | Skills* Unreal engine 4 and 5
* Blueprint
* Materials and Shaders in Unreal
* Gameplay design and implementation
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# Work Experience

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| Lead Technical Game DesignerNovember 2019 – August 2023C77 Entertainment, Bellevue, Wa.[Combat Champions](https://www.youtube.com/watch?v=G2SEszdwUV8)* Responsible for providing implementations and designs for game systems and mechanics
* Focus on game mode, rules, and scoring for a competitive, multiplayer FPS
* Led a team of engineers and designers
* Worked in close collaboration with Creative Director, designers, artists and engineers
* Developed a mix of both blueprints and C++
* Responsible for driving all aspects of development from rapid prototyping through to shipping the final, polished features
 | **May B Entertainment**June 2021 - Present[Ooze Odyssey](https://www.youtube.com/watch?v=XGZEKO0-K8U)* Solo Developer making a game developed in Unreal Engine 5
* Bullet heaven gameplay, but you are a slime
* Emphasis is on satisfying movement and controls, rewarding exploration, interesting and surprising choices during moment-to-moment gameplay
* Uses physics for gameplay, presenting unique challenges for character, controls and camera
* Unique rendering method for liquid-like surface of the slime
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| Technical ArtistJuly 2017 – November 2019Oculus VR, Facebook, Seattle, Wa.* Worked on materials, shaders, blueprints and more
* Focused on VR and Unreal Engine
* Optimized art content for a wide variety of experimental and early hardware including mobile and high-end PC
* Worked closely with a wide variety of highly collaborative teams locally and remotely
* Managed environment art team briefly
 | Technical Environment ArtistOctober 2013 – July 2017343 Industries, Microsoft, Redmond, Wa.* Provided support for internal tools and Maya
* Lead performance and optimization initiatives for the environment art team
* Wrote scripts and tools to help artists optimize their workflow in Maya
* Educated artists on how to best use our internal tools to optimize their workflow
* Worked closely with a wide variety of teams in a highly collaborative atmosphere
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# Education

## Rochester Institute of Technology

### Master’s of Science in Game Design and Development – 2011

### Bachelor’s of Science in Information Technology – 2008