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| Brian May | [Brian-May.com](http://brian-may.com/)  BMay1286@Gmail.com  413-281-8481 | |
| 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 |

# Work Experience

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| Lead Technical Game Designer November 2019 – August 2023  C77 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 Artist July 2017 – November 2019  Oculus 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 Artist October 2013 – July 2017  343 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