

Brian May

Brian-May.com

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Profile

- Senior Technical Artist
- Gameplay & Systems Design Experience
- Management experience
- Technical Design experience

Skills

- Unreal engine 4 and 5
- Blueprint
- Materials and Shaders in Unreal
- Gameplay design and implementation

Work Experience

Senior Technical Artist (Contract)

September 2023 – March 2024

Ironwood Studios

[Pacific Drive](#)

- Contracted with Ironwood to help ship Pacific Drive
- Responsible for fixing bugs and working closely across every discipline, including tech art, design, engineering, and environment art (even some narrative too)
- Worked with both Blueprints and C++ in UE4
- Led the effort to manage game performance on PS5

Lead Technical Game Designer

November 2019 – August 2023

C77 Entertainment, Bellevue, Wa.

[Combat Champions](#)

- 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++

May B Entertainment

June 2024 - Present

[POLE VAULT](#)

- Worked on a tiny team of 3 people to ship a game from start to finish
- POLE VAULT is a precision platformer, and I worked on the camera, controls and character most of all
- Responsible for managing Steam integration and deployment of builds
- Worked extensively with blueprints
- Shipped in Unreal Engine 5

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

Education

Rochester Institute of Technology

Master's of Science in Game Design and Development – 2011

Bachelor's of Science in Information Technology – 2008