

Brandon A Littell

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Skills (listed in descending order)

Languages: C++, C#, JavaScript, D, Java, HTML5, CSS3, Objective-C, MySQL

Software: Visual Studio, Sublime, Git, dub, Xcode, SVN, Eclipse, UDK, Unity, Photoshop, Maya

Libraries & Frameworks: jQuery, OpenGL 4, DirectX 11, XNA, Foundation, ASP.NET MVC4, Box2D

Recent Projects

Dash (January 2014 - Current, Team of six)

Engine Programmer

- Open-source Game engine written in D targeting OpenGL 4.
- Engineered UI system built upon Chromium Embedded Framework.

Project-192 (Summer 2013 - December 2013, Team of four)

Engine Programmer

- Game engine written in C++ that renders to OpenGL 4 and DirectX 11.
- Game logic can be written in JavaScript/TypeScript through the use of Google V8.
- Contributed to rendering pipeline and implemented the Bullet Physics Library.

PinballGL (Spring 2013, Team of two)

Physics and Graphics Programmer

- 2D pinball written in C++ using OpenGL 4.
- Implemented momentum-based physics and the Expanding Polytope Algorithm to handle collision detection and response.

Fluxometry (Spring 2012, Team of four)

Project Lead and Gameplay Programmer

- 2D twin-joystick shooter written in C# using XNA 4.0.
- Ensured project delivery by managing a small team of students for 10 weeks.

Work Experience

Microsoft Corporation, Redmond, WA

Software Development Engineer Intern

June 2014 - Current

- Developer for Operating Systems Group.

Rochester Institute of Technology, Rochester, NY

Front End Engineer on Just Press Play

May 2013 - May 2014

- Launching Fall 2014.
- Implemented redesign of entire system using ASP.NET MVC4 and HTML/CSS/JS/Razor.
- Engineered structures to load data as users expect more information.

Research Engineer on Modoku (Solo project)

September 2012 - February 2013

- Built color-based Sudoku for the College of Imaging Arts & Sciences (CIAS) to evaluate students' ability to differentiate color hues and saturation.
- Tested Modoku in a classroom environment and presented findings to professors in CIAS.

Education

Rochester Institute of Technology, Rochester, NY

Bachelor of Science in Game Design and Development

Expected December 2014

Minors in Computer Science and Psychology, Honors Program

GPA: 3.7