BRENNAN RUSNELL

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OBJECTIVE: Senior Programmer

SKILLS

SOFT	SOFTWARE	ENGINES	LANGUAGES	PLATFORMS
Leadership	Visual Studio	Unity	C/C++	PC
Mentorship	Perforce		C#	Xbox 360 & Xbox One
Communication	Jenkins		Python	PS3 & PS4
Interpersonal				iOS & Android

EXPERIENCE

Lead Programmer
Hothead Games
2014 – Present
Vancouver, BC

- Titles worked on: **Kill Shot Bravo, Boom Boom Football & Boom Boom Soccer**
- Google Betas worked on: **Super Duper, Zoo Blast & BIG BOSS Soccer**
- Managed 3 programmers on Kill Shot Bravo & Google Betas
- Planned milestones with project leads
- Communicated technical options & associated risks
- Added subscriptions to backend & client technology stack
- Implemented various aspects of gameplay, front end & meta-game

Programmer 2
Radical Entertainment
2011 – 2014
Vancouver, BC

- Titles worked on: **Destiny & Prototype 2**
- Implemented pipeline & runtime support for Xbox One & PS4 textures
- Added predicated rendering support to PC, Xbox 360, PS3, Xbox One & PS4
- Ported internal rendering technology to mobile platforms
- Worked on front end, social/online & DLC-related features

Programmer
Next Level Games
2009 – 2011
Vancouver, BC

- Titles worked on: **Captain America: Super Soldier, Tom Clancy's Ghost Recon & Transformers: Cybertron Adventures**
- Implemented front end, save/load, achievements/trophies & meta-game
- Extended texture types supported by the engine & pipeline

EDUCATION

Master of Science, Computer Science
University of Saskatchewan
2006 – 2009
Saskatoon, SK

Bachelor of Science, Computer Science
University of Saskatchewan
2002 – 2006
Saskatoon, SK