BRENDAN **LOBUGLIO**

1206 W 36th St, Los Angeles, CA, 90007| C: 301-801-1268 | LoBuglio@usc.edu

Portfolio Available at www.BrendanLoBuglio.com

Development Experience

Technical Designer   **09/2016 to Current**
Virtual Virtual Reality, Tender Claws LLC
V-VR is an absurd Daydream game about an AI temp agency in a post-human world   **(vvr.tenderclaws.com)**
- Working as a designer and Unity-C# engineer, shipping a commercial, Google-sponsored Daydream VR game
- Creating bespoke per-level mechanics with an attention to game feel. Iterating to fit the game's absurdist tone
- Implementing robust editor tools and backend systems: save-load, dialogue playback, and in-VR debugging
- Being assigned multiple game-breaking bugs and finding novel solutions, sometimes requiring a deep refactor

Project Lead   **09/2015 to 08/2016**
Grassdancer, Sugarscape Games
Grassdancer is a 3D physics-patformer about life from an insect's perspective   **(Grassdancer.garden)**
- Leading a team of 6; organizing milestones and scope; providing creative direction and empowering my peers
- Designing and coding a unique grasshopper movement controller with a physically simulated grass system
- Coordinating the replacement of our entire Unity codebase after our design pivoted; co-writing a C# style guide
- Working closely with an artist to design, refine, and iterate upon juicy UI feedback for every player verb

Digital Experience Production Intern   **06/2015 to 08/2015**
Planet Zoom, PBS Kids Digital
Planet Zoom is a tablet game about looking at the world more closely, designed for early childhood audiences
- Acting as the sole Unity-C# programmer on an experimental PBS game; designing a core inspection mechanic
- Running biweekly playtests on children aged 4-7; iterating on instruction and feedback to drive usability goals

Technical Designer   **07/2014 to 05/2015**
ElemenTerra
ElemenTerra is a nonlinear, open-ended VR game about building an ecosystem   **(ElemenTerraVR.com)**
- Rapidly creating Unity-C# prototypes for new designs, including the game's plant growth system, flying controls, terrain sculpting tool, and AI behaviors. Constantly starting anew and replacing code based on feedback
- Working with management and the art team to set production priorities based on recent tests

Level / NPC Designer   **01/2014 to 05/2014**
Miralab
Miralab is an experimental game about an immortal jellyfish participating in an ecosystem   **(MiralabGame.com)**
- Assembling two of the game's four huge levels in-engine, with over 15 iterative passes before finalization
- Writing detailed spec documents for two cutscenes and two AIs, for use by the art and engineering teams

Independent Video Game Development   **02/2009 to Current**
- Maintaining a more experimental solo career on top of these larger projects, with 30+ games to date

Other Experience

President, Industry Liaison   **03/2014 to 05/2016**
USC Makers of Entertaining Games Association (MEGA)
- Organizing the LA Global Game Jam, the biggest GGJ site in the USA 2 years in a row, with 250+ participants
- Executing a huge number of unique events each semester: game jams, tutorials, industry visits, town halls

Assistant to Gordon Bellamy, Visiting Professor at USC   **01/2016 to Current**
- Running an entrepreneurship class with industry veteran Gordon Bellamy; coordinating over 25 guest visits

Education

Bachelor of Arts in Interactive Media Design, Minor in Video Game Programming   **2013-2017**
University of Southern California, Class of 2017

Skills

- Programming in Unity-C#, C++, Java, and Lua
- Rapidly coding digital prototypes to test mechanics
- Designing and implementing level content
- Using Git and Perforce workflows
- Programming with 3D math and physics simulations
- Leadership; managing peers and executing live events
- Experience with 3D art & animation pipelines
- Creating Twitter bots with the Twitter API and NodeJS

Awards & Recognitions

- GDC Game Narrative Review Gold Winner
- Winner of the Getty Museum, TAG #2, and MEGA Fall game jams
- Dare to be Digital 2016, SXSW Student Showcase 2017 finalist
- Recipient of 5 different merit scholarships