

Brentt Kasmiskie

Designer | Unity Developer

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EDUCATION

Carnegie Mellon University, Entertainment Technology Center

Master of Entertainment Technology GPA: 3.69

University of Texas at Dallas, Arts and Technology

Bachelor of Arts

WORK EXPERIENCE

Construct Studio Technical Designer

2016

The Price of Freedom HTC Vive | Steam

- Designed player interactions with a focus on emergent properties.
- Prototyped player mechanics in Unity, including an inventory system and character tools.
- Designed and programmed the room teleportation mechanic to ensure the player moved to the correct room and was rotated the proper direction.

ACADEMIC PROJECTS

Run With Us! Game Designer

2016

Client: USATFF iOS | Android

- First place winner Games 4 Health Happy Fitness Challenge 2016.
- Designed motivational systems to play on social, creative, and achievement motivations.
- Designed a level editor to allow players to create their own obstacle courses and share them in-game.

Read UX Designer | Producer

2015

Connected TV Platform

- Developed protocols for directing player attention between multiple screens.
- Led team of six to design an interactive reading experience using voice recognition.
- Developed a character based on animal assisted reading programs as a motivational force for emergent readers.

Rain4ests Game Designer

2015

Client: Mountainview Elementary Android

- Designed a mobile learning game for second graders about rainforests.
- Conducted, analyzed, and iterated on playtest feedback and observations.
- Researched and consulted with content experts to define content and ensure educational validity of content.

PERSONAL PROJECTS

Sequence Spectrum Game Designer | Unity Developer

2016

iOS | Android

- Designed and developed a mobile sequence based logic puzzle game in Unity.
- Created and implemented UI, art, and sound for the game.

Star Shot Game Designer | Unity Developer

2016

iOS | Android

- Designed and developed a mobile cannon game in Unity.
- Implemented three cannon types, and procedural generation of all assets.

The Fin Game Designer

2014

Unity Web Player

- Led team of five to create an emotionally charged experience to educate about the act of shark fin removal for Games For Change Competition.
- Created the shark death scene in Unity.

Certifications

Unity Certified Developer

Languages

C# (Unity)

Python

Programs & Engines

Unity

Jira

Source Tree

Adobe Photoshop

Adobe Illustrator

Autodesk Maya

Adobe Audition

Microsoft Office Suite

Published Projects

iOS | Android

Sequence Spectrum

Star Shot

Run With Us!

Android

Rain4ests

HTC Vive

The Price of Freedom