

Brandon Franklin  
Level Designer

Bethesda, MD  
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## EXPERIENCE

**QUALITY ASSURANCE TESTER**, Bethesda Softworks 2017 - Current

Give feedback on player experience and design issues, enter bugs into the HanSoft database, test compatibility issues with varied hardware for both VR and PC games.

**GAME DESIGNER**, Third Shift Games 2016 - 2017

Designed the gun mechanics, player movement, the character AI, dialogue system, environment layout, and interaction systems for the game *Gaslight*, made development tools for team members, implemented all gameplay systems.

## SKILLS

### DESIGN

- Making 3D single player focused levels
- Laying out game storylines, including dialogue drafts, branching points, and documentation
- Designing dynamic systems, like an AI system that was motivated by needs and a daily schedule

### PROGRAMMING LANGUAGES

- C#, Java, Python, Papyrus, and some experience with C++

### ADDITIONAL SKILLS

- Experienced with Unity, Unreal Engine 4, & Bethesda Creation Kit
- Developed with HTC Vive, Google Daydream, & Vuforia
- Proficient with 3DS Max, Quixel Suite, Shader Forge, PBR pipelines

## GAMES

Canvas – Explore and solve 3D puzzles by painting on surfaces and changing perspectives

Gaslight – Solve a mystery in colonial Australia filled with creatures from Aboriginal folklore armed only with an antiquated 6-shot pistol

Cadence Killer – Find your own murderer as a ghost in your former band's residence by confronting band members with rhythm based combat

## EDUCATION

BFA in Computer Game Design from George Mason University