

Brandon Franklin

Game Designer

BFA in Computer Game Design, George Mason University

Seattle, WA

757 - 646 - 6195

brandonfranklin.design/portfolio

BrandonFranklinDesign@outlook.com

EXPERIENCE

DESIGN ENGINEER, *Vrainium*

2018 - Present

Design and implement a Virtual Reality soft skills training experience using the HTC Vive Focus. Designed the system for interpreting user tone, body language, and words to measure communication skills.

QUALITY ASSURANCE TESTER, *Bethesda Softworks*

2017 - 2018

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 such as an AI system motivated by needs and a daily schedule
- Designing preproduction prototypes and development pipelines

PROGRAMMING LANGUAGES

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

ADDITIONAL SKILLS

- Proficient with Unity, Unreal Engine 4, & Bethesda Creation Kit
- Experienced developing with HTC Vive, HTC Vive Focus, Google Daydream, & Vuforia
- Skilled with 3DS Max, Photoshop, 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

Wolfenstein II: The New Colossus – an action-adventure first-person shooter video game developed by MachineGames and published by Bethesda Softworks