

Brandon Petroski

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Designer and Game Developer with shipped titles on Switch, Playstation, Xbox, Steam, IOS & Android!

PROJECTS

Murderhouse, (Remote Paid Contract)— Level Designer

Game Shipped on Steam October 2020 & ported to Consoles October 2021

- Collaborated with a small indie team remotely
- Blocked out level using Probuilder in Unity
- Designed level for 3rd Person Survival Horror gameplay akin to Resident Evil in mind
- Level was then built, textured, and set dressed to target a retro PS1 aesthetic.
- Officially shipped in Oct 2020, hitting front page of Steam with positive reviews, and being reviewed by top gaming streamers
- Ported and shipped to all consoles in October 2021

Consume Thy Flesh: The Pumpkin Smashing Sim, (Self Published)— Designer & Developer

Game Shipped on Steam & Itch October 2021

- Solo designed and developed game in Unity under a month, and aimed at a casual Halloween loving audience
- Self published on Steam and Itch.io.
- Updated with continued bug fixes and free content
- Advertised and marketed using a grassroots zero budget approach, piggybacking off of friends, family, Reddit, Discord, and large social media pages.

Get That Bread, (Self Published)— Designer & Developer

Game Shipped on Android and IOS December 2020

- Solo designed and developed mobile game in Unity, and aimed at a casual audience
- Self published on Android and IOS, fitting all launch criteria for each host.
- Commissioned original music while managing file delivery and payment for services
- Advertised and marketed using a grassroots zero budget approach, piggybacking off of friends, family, Reddit, Discord, and large social media pages.
- Requested features and reviews from mobile app sites and reviewers using mailing lists and grass roots strategies.
- Learned and Implemented Admob and Unity Ads

SKILLS

General:

- Design
- 3D Modeling
- Game Development
- Mobile App Development
- Programming
- Scripting
- 3D Printing
- Web Development
- Screenwriting
- Social Media Management

Software:

- Adobe Suite
- Blender
- Maya
- Headus UV Layout Pro
- Keyshot 9
- Mudbox
- 3DsMax
- Substance Painter
- Zbrush
- Motionbuilder
- Hootsuite
- Final Draft Pro

Game Engines:

- Unity
- Unreal 4

Programming Languages:

- C++
- C#
- Python
- HTML
- CSS
- MySQL
- Java

EXPERIENCE

Facebook, New York, NY (Remote) — *Data Analyst/QA*

February 2021 - Current

- Playtest experimental AR and VR products before the public
- Provide user experience data on how to improve those products
- Independently manage my testing assignments and report to my Project Manager
- Part-time contract

Point Filter Games, (Remote)— *Artist & Playtester*

December 2019 - Current

- Concept Characters, Environments, and UI
- Create fully realized 3D voxels assets
- Playtest and provide user feedback to further refine and balance gameplay

Enter a Market, Seattle, WA(Remote) — *Designer & Web Developer*

December 2018 - August 2019

- Designed external and internal company materials
- Developed brand materials for international clients trying to sell products in the United States
- Collaborated with a small start-up team to make an optimal work environment

Senor Rojo Games, Philadelphia, PA — *Design and Art Lead*

April 2017 - September 2018

- Created level assets and implemented them in Unity engine
- Managed art team, and created coherent style while hitting target frame rates
- Designed gameplay mechanics and levels for VR title

MLB Advertising, Wilkes-Barre, PA — *Design Intern*

April 2017 - September 2017

- Collaborated with local business clients on marketing plans
- Designed and implemented advertising materials for print and digital
- Managed web domains and social media pages for clients

EDUCATION

Drexel University, Philadelphia, PA — *Bachelor of Science in Game Design & Production* :

Sept 2014 - June 2018

University of Scranton, Scranton, PA - *Master's in Software Engineering*:

January 2020 - Currently Enrolled Part-time

CERTIFICATIONS

- Project Management Fundamentals
- Social Media Marketing Fundamentals
- Unreal 4 Essential Training
- Zbrush Essential Training
- Python Essential Training
- MySQL Essential Training
- AutoCAD 2019 Essential Training

VOLUNTEER CONTRIBUTIONS

Mount Moriah Cemetery
Clean-up Events, Philadelphia,
PA - 2017-2018