



Brendan Emmons

Game Designer

Experience

Game Design Freelance Service, Be Altyrnative Oct 2021 - Present
Creative director offering game design services.

Lead Product Designer, RAIN June 2018 - Aug. 2018
Placed 2nd in a product design competition with real investors rating our project and business plan. Created “iGotNext”, an application that allows users to find pick-up games for any sport nearby.

Education

Bachelor’s of Science, Game Design
Full Sail University, Winter Park, Florida - Oct. 5th, 2021
Studied Game Design’s many components and built projects with team-focused learning. Employed art and music skills to enhance the immersion of the playable prototypes using 3D as well as 2D animation.

Computer Science Certification
Cabrillo College, Aptos, California - July 7th, 2016
Studied the application of Java based programming with a focus on game development. Built games using Java in Greenfoot that requires code in order to create functionality.

Skills

Engines include Unity, Unreal, Unigine, Level Design, C#, Game Design Documentation, Animation, Sound Production, Recording Arts, Graphic Design/ UI, and Systems Thinking.

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