



brandonvrooman

BRANDON VROOMAN

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OBJECTIVE

To use my skills and expertise in game development in a creative and challenging commercial environment

EDUCATION

University of Ontario Institute of Technology, Oshawa, ON 2010 – present

- Game Development and Entrepreneurship (Bachelors of IT, Honours)

WORK EXPERIENCE

SV&V Software Developer Intern, BlackBerry, Ottawa, ON 2013 –

- Planned and wrote test suites to verify the BlackBerry ID portal and BlackBerry Messenger app 2014
- Collaborated with developers and testers to design effective test strategies
- Developed automated test tools and frameworks to run on desktop and mobile platforms

Lead Developer, ImaginEpic, Toronto, ON 2012 –

- Lead developer for the prototype for the Crater Hunter educational game 2013
- Led a team of two artists and was responsible for time, resource, and budget management
- Focused on optimizing code and shaders for running on mobile platforms

Designer and Developer, Inception Consulting Group, Toronto, ON 2011 –

- Designed and developed websites, graphics, and software applications on a freelance basis 2013
- Provided scalable website solutions using content management systems

GAME PROJECT HISTORY

Creator and Lead Developer, Clairvoyance Graphics Engine 2011 - present

- A flexible object- and data-oriented graphics engine written in C/C++
- Delivers real time lighting, memory management, and multithreaded rendering
- Implements OpenGL and supports GLSL shaders

Lead Developer, Crater Hunter 2013

- A mobile educational game designed to get kids interested in science and space technology
- Developed using Unity and written in C#

Lead Developer, Sopwith Camel Fighter 2013

- A 3D multiplayer aerial dogfighting game with real-time physics
- Written in C/C++ and CG, using the OGRE, Havok and RakNet libraries

SKILLS AND KNOWLEDGE

Experienced in the fields of:

- Software Design
- Object-oriented and Data-oriented design
- Verification and Validation
- Multithreading
- Memory management
- Agile development
- Project planning and management
- Team management

Experienced in software:

- MS Visual Studio
- Eclipse
- Unity
- Git, Mercurial, SVN, Perforce
- JIRA
- Windows, Unix
- Maya, Mudbox
- Adobe Creative Suite

Programming experience:

- C, C++ (5 years)
- OpenGL (4 years)
- Java (3 years)
- C# (2 years)
- Python (1 year)
- GLSL, HLSL (1.5 years)
- HTML, CSS, JavaScript, PHP, XML (3 years)
- SQL (2 years)

LANGUAGES

English – fluent

French – written, read, spoken

REFERENCES

Available upon request