BRENT OAKES
SOFTWARE ENGINEER

SKILLS & TOOLS

- Unity Engine
- Develop Tools for Unity Editor
- Ink (Gameplay & Tools)
- Unreal Engine (C++ and Blueprint)
- Git | SVN
- Blender (3D Modeling)
- MacOS Notarization | XCode
- Agile Development
- Jira | Confluence
- Slack | Trello
- G Suite | MS Office

PROGRAMMING LANGUAGES

Main:
C#, C++, Typescript

Experienced:
Python, C, Scala, Haskell, Java,

AWARDS

Latinx in Gaming | October 2020
Unidos Online Game Jam Finalist
Tamales Con Familia

EDUCATION

Trinity University, San Antonio, TX

Bachelor of Science in Computer Science | Graduated 2018

CONTACT & LINKS

- Email: brentjoakes@gmail.com
- Portfolio
- Github
- itch.io

WORK EXPERIENCE

Programmer, Producer | Cowberry Studios LLC. | April 2021 - Present
- Led programming direction for $25k prototype narrative puzzle game funded by IGDA Foundation.
- Managing production schedules and milestones involving general development.
- Using Agile/Scrum to develop project timelines with our team.
- Working closely with Narrative team to develop tools and design documentation.

Programmer, 3D Artist | Cartomancy Anthology | June - August 2022
- Programmed dialogue system, eye movement functionality, and light controllers using C#. Created all 3D assets and implemented into Unity.
- Managed production schedule for the Programming team and led daily check-ins.
- Collaborated with Design, Narrative, and other Programmer in a rapid prototyping environment.

Full Stack Engineer | Epic Systems Co. | May 2019 - April 2020
- Transitioned legacy software, VB code, to web framework.
- Frequently collaborated with other Developers and QA. to determine timelines for Agile development schedule.
- Programmed using C#, Typescript, and React.

PROJECTS

Chaotic Fiesta | Released Fall 2022 on itch.io
- Collaborated and coordinated with other Programmers, Art, Audio, and Narrative to create a game in Unity for Unidos Hispanic Heritage Month Jam 2022.
- Led design and programming on kitchen minigame and additional Ink integration.

Casa De Cristal | Prototype for IGDA | Summer 2021
- Narrative focused puzzle game prototyped in Unity.
- Leading development for single player game using C# in Unity.
- Managed and planned production schedule for Programming team and general development.
- Developed tools in Unity for Narrative and 3d Animation teams.

Cartomancy Anthology | MacOS port
- Contracted by Compact to develop a notarized build for MacOS.
- Worked on adding MacOS Notarization to all 22 games and Hub.
- Met and collaborated with previous Hub Developer to better understand the underlying project design.