Brian Pimentel
Game Designer & Programmer
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Portfolio: https://www.brianpimentel.com

WORK EXPERIENCE

DoubleJump Games, Software Developer   07/2021 - PRESENT
- Working on Among Us mods for the popular YouTuber Ssundee, who has 20+ million subscribers
- Actively collaborating with the development team, art team, and game testers
- Responsible for each project reaching completion by the scheduled recording date

Freelance, Freelance Game Developer   04/2020 - 07/2021
- Designed and balanced the majority of the levels in the upcoming mobile game "Color Kick 3D"
- Created a demo game in Unity for music startup XdMind, showcasing their experimental music altering algorithm
- Programmer on the popular Roblox game "The Slayer", which has been played 15+ million times
- Worked on the level/world design for Pet Pals, an upcoming Roblox game from Spectral Roblox
- Designed and balanced over 80 levels in the iOS/macOS game "Astro Ranger", available on the App Store
- Contracted by entertainment company Alice & Smith to develop a proof of concept demo in Roblox
- Designed the level Embermourne Fort for the upcoming Kickstarter project "Fallen Fjord"

OTHER EXPERIENCE

Ubisoft Toronto NEXT
- ***NEXT 2021,*** Level Design Challenge Semi-Finalist
- ***NEXT 2020,*** Level Design Challenge Participant

Game Jams
- ***TOJam 2022 - Pizzaverse,*** Gameplay Programmer
- ***TOJam 2021 - Gates of R'lyeh,*** Gameplay Programmer
- ***Ludum Dare 48 - Gone Fishing,*** Gameplay Programmer/UI Designer
- ***Ludum Dare 47 - Sea Shawty,*** Gameplay Programmer/Level Designer

York University
- ***Meltdown,*** Gameplay Programmer
- ***Cyberscape,*** Gameplay Programmer

SKILLS

- **Game Engines:** Unreal Engine, Unity, Roblox Studio   **Software:** Autodesk Maya, Blender, Adobe Photoshop, Substance Painter
- **Languages:** C++, C#, Java, Lua

EDUCATION

B.A. Digital Media - ***York University, Toronto***   09/2016 - 12/2020

ACHIEVEMENTS

- Semi-Finalist in Ubisoft Toronto's NEXT 2021 competition under the Level Design category
- Top Rated status, 100% success rate as a freelance game developer on Upwork
- 3rd Year University game ***Cyberscape*** shown at York's Digital Media showcase and End of Year Show
- Grade 10 & 11 Computer Science Award - Highest grade among my peers in both years