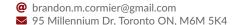
BRANDON CORMIER

Software Developer and Designer





■ bitbucket.org/Brandon-Cormier



EXPERIENCE

Product Manager

GameTime

- June 2016 Present
- Software Design
- User Experience
- Business to Business

Toronto

- Product Support
- Managing Sprints
- Organizing Milestones

PROJECTS

Kokos VR

University of Toronto & Centennial College Collaboration

- Built in Unity with C#
- Asymmetrical 5 player experience
- Party game for all skill levels
- A combination of VR and split-screen multiplayer

Tanks

An Unreal Engine Course Project Completed through GameDev.tv

- An Unreal Engine project using C++ & Blueprints
- The end product of the Unreal C++ course by GameDev.TV
- Tank suspension and driving force using springs, wheels & torque

LANGUAGES

English • • • • •

French



EDUCATION

B.Sc. Computer Science

University of Toronto

Graduated June 2020

PHILOSOPHY

"If anyone can refute me—show me I'm making a mistake or looking at things from the wrong perspective—I'll gladly change. It's the truth I'm after, and the truth never harmed anyone. What harms us is to persist in self-deceit and ignorance." – Marcus Aurelius

PERSONAL ATTRIBUTES

🛖 Gamei

I am constantly immersed in games of all kinds, especially multiplayer ones.

Independent Worker
Responsible and Committed

Team Player
Communication & Collaboration

STRENGTHS

Skills

B2B Agile

Database Design Tech Communication

3D Graphics & Physics Machine Learning

A.I Networks UX

Software & Programming Languages

C/C++ C# Java

JS/CSS/HTML Python OpenGL

SQL Unreal Engine Unity

REFERENCES

References Upon Request