BRANDON CORMIER

Software Developer and Designer

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EXPERIENCE

Product Manager
GameTime

📅 June 2016 – Present   📍 Toronto

- Software Design
- User Experience
- Business to Business
- 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

Gamer
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