

# Brian Sanders

Game Designer  
Huntington Beach, CA

## Contact

1 (714) 944 -3770  
BrianSanders3D@gmail.com  
BrianSanders3D.weebly.com

## Profile:

My passion as a Game Designer is to create immersive and memorable gaming experiences.

I am self-motivated and can adapt to meet a wide variety of challenges head on.

I enjoy dissecting gameplay, and gaining an understanding of design elements.

I love to learn new techniques and actively seek ways to strengthen the quality of my work – both artistically and technically.

## Work History:

**QA Tester:** Naughty Dog

May 6, 2014 – May 7, 2016

***Uncharted 4: A Thief's End (PS4) -***

- Database Manager – maintain bug flow between QA and all Departments
- Assist testers in improving bug quality and in identifying issues
- Recognize trends with game issues and coordinate with appropriate department
- Maintain open channels of communication with members of Naughty Dog
- QA Tester – Document and report issues within the project.
- Identify issue in game, keeping a strong focus on collision and traversal, alternate paths and backtracking, and continuity.

***The Last of Us (PS3) / The Last of Us Remastered (PS4) -***

- Write and review issues in gameplay, art, and design
- Discover and dissect game issues to create reproducible events
- Work with a team to ensure the best possible product is given to the public

**Game Designer – Intern (PS4):** Sony Santa Monica

January 13, 2014 – April 7, 2014

- Design and create Collision Sheet for game world
- Ensure movement within world runs smoothly
- Work with artists to create harmony between Level Design and Asset Placement

**Century 20 Theaters:** Usher Lead, Concessions, Café, Box Office

July 3, 2007 – May 6, 2014

## Programs and Skills:

- UDK – Kismet, Material Editor, Particle Systems
- Unity
- 3D Studio Max – Modeling, UV Unwrapping
- Autodesk Maya
- Photoshop, xNormals, and Crazy Bump
- Able to work within a set art style
- Maintain communication within a team
- Zbrush

## Education:

**Bachelor of Science - Game Art & Design** (The Art Institute of California –Los Angeles)

## Personal Interest:

- Books, Comics, Cartoons, Movies and Animated Films, Martial Arts, Hiking, Table-top Games, Video Games