|  |  |  |  |
| --- | --- | --- | --- |
| **Brian Sanders**Game DesignerHuntington Beach, CA |

|  |
| --- |
| **Contact** |
| 1 (714) 944 -3770BrianSanders3D@gmail.comBrianSanders3D.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