

## Stewart Bracken

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**OBJECTIVE** To join a team of game developers that share my passion for making impactful games.

**EDUCATION** B.S. Computer Science, Game Design - June 2013  
UC Santa Cruz  
GPA 3.8, Highest Honors in Department, Cum Laude

**COMPUTER SKILLS**

- Languages: C++ (**expert**), Java (**expert**), Lua (strong), Javascript (strong), C# (strong), Python (strong), Bash (prior experience)
- IDE: Eclipse, Xcode, Unity
- Methodology: Agile Scrum

**PROJECTS**

- We're Screwed!! (2013): Lead of 18 student team. **Designed** and **coded** for a two-player platformer for Android using LibGDX targeting PC and Ouya. Won Art Award at the Sammys 2013.
- CinderLua (2014): Bound Lua with the Cinder graphics library with a **Cocoa (Objective-C)** frontend, similar to Processing, for **teaching programming with Lua**. Ported to **Raspberry Pi/Debian** with OpenFrameworks as the backend.
- Metatron's Groove (2013): Music visualizer created on the Raspberry Pi with OpenGL/OpenAL for Burning Man 2013.
- ParaTerra (2011): designed, **coded**, and **artistically inspired** a fast paced strategy PC game. Developed in XNA 4.0 with C#.
- Hunter Predator Prey (2011): **implemented** game AI techniques such as a hierarchical state machine and steering to create a deer, lion, and hunter simulation.
- Various Game Jams (2012-2013): Designed and coded a couple games at varying levels of success at the Global Game Jam in Santa Cruz and San Francisco.

*See online portfolio for more project information.*

**RELEVANT COURSEWORK**

- Game AI
- Algorithm Analysis
- Computer Graphics (OpenGL, Shaders)
- Advanced Programming (C++, threads, sockets)
- Assembly Language Programming
- Discrete Mathematics
- Linear Algebra

**WORK EXPERIENCE**

- Game Marketing Intern, Plantronics (Summer 2012): Creative input for a new headset marketing video. Social media management.

*References available upon request.*

**HONORS**

- Eagle Scout, 2009, Troop 834, San Ramon