Brandon Edmonds

Software Developer

Contact

Email:
b.edmonds13@gmail.com

Phone:
(323) 386-1529

GitHub
itch.io
Portfolio
LinkedIn

Skills

Languages

- C++
- C#
- JavaScript

Unreal Engine

- AI Development
- User Interface
- Gameplay
- Animation
- Networking

Education

CSU, San Bernardino

Work

Vehicle and Gameplay Programmer
Maximum Velocity
Unight LLC / May 2023 – Present

- Specialized in programming game mechanics for Unreal Engine's Chaos vehicle system
- Programmed animations correlating for the chaos vehicle to go with gameplay mechanics.
- Improve systems for online ranked gameplay such as reward system based on in game player statistics.
- Developed multiplayer game modes involving replicated physics, game state and game mode communication between clients, and dynamic UI for player accessibility.
- Created a loot system surrounding the *Procedural Content Generation* toolset, allowing for dynamic loot and resource pooling.
- Engineered competitive racing AI for Chaos Vehicle System, with the use of EQS and spline data for intelligent decision-making and enhanced navigation.

Gameplay Programmer
 Unannounced Title
Post Card Game Studio / April 2022 – March 2023

- Blueprint scripting and programming in C++ (e.g., characters, controllers, abilities, input, blueprint node creation)
- Engineered gameplay systems for AI encounters, including behaviors and progression using Behavior Trees and HTN.
- Created tools to instantiate and edit world encounters.
- Program SFX, VFX, and animations for characters from environment events (e.g., footsteps, damage reactions).
- Debug and profile systems for both PC and PlayStation 5.
- Develop gameplay mechanics based on the Gameplay Ability System (e.g., manipulation of character states through Gameplay Attributes and Effects).
- Assisted with UI functionality (e.g., game menus, player HUD stats, interactive objects.)