BRENDAN VALLEY

brendanv014@gmail.com • www.brendanvalley.com

EDUCATION

Carnegie Mellon University (CMU), Entertainment Technology Center (ETC) **Pittsburgh, PA**
Master of Entertainment Technology **May 2021**

University of Pittsburgh **Pittsburgh, PA**
Bachelor of Science in Computer Science **May 2019**

SKILLS

Programming: C# (Unity), GDScript, Java, C, C++, HTML, PHP, JavaScript
Software: Godot, Unreal Blueprints, Unity, Aseprite, Paint.net, Inkscape, Visual Studio, Audacity, GitHub, Perforce (P4V)

PROJECTS

Lunarwood Studios, Pixel Artist **May 2020 – Present**
- Created sprites for 9 main characters based off of character turnaround sheets.
- Animated overworld and battle sprites to showcase turn-based combat.
- Rendered and iterated multiple environmental tilesets.

Unreleased Personal Project, Artist, Programmer, Designer **October 2022 – July 2024**
- Collaborated on a four-person team to create a multiplayer RPG prototype in Unreal using Blueprints.
- Animated all combat effects from a first-person perspective.
- Implemented and animated UI based on design mockups.

CMU Software Engineering Institute (SEI), Game Designer, Programmer **February 2022 – January 2023**
- Designed and prototyped a WebGL application in Unity for the President's Cup Cyber Security Competition.
- Programmed and tested software that integrated the application to various online services.

Actual Size, Programmer **Summer 2021**
- Developed a WebGL application featuring an animated character and its various interactions in Unity.
- Iterated on various UI features and shader effects.

ACADEMIC PROJECTS

PepperBox Productions, Game Designer, Programmer, Sound Designer **Spring 2021**
- Collaborated on a six person to create a game pre-production package.
- Wrote and edited a 120 page game design document detailing the game's various mechanics and aesthetics.
- Programmed a gameplay prototype to test how gameplay would work.
- Concepted a full level for the game based on the design document.

***Path into the Woods*, Game Designer, Artist** **Spring 2020**
- Created a solitaire card game focused on forest navigation through unique card flipping mechanics.
- Illustrated 25 card designs by hand and finalized in Paint.net.

PERSONAL PROJECTS

***Dungeon Mapper*, Game Designer, Programmer, Artist** **2025**
- Developed, and iterated a small independent game title based on board game designs developed previously.
- Retrofitted the design to fit the aesthetic constraints of a *UFO 50* game.