

Braden Banning

PROGRAMMER

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VFS PROJECTS

BORKSPEL — *Gameplay/Network Programmer* — Unity

VR, Multiplayer, Physics-based Puzzle Game for Oculus Rift - Team of 6.
Developed a modular Game Framework.
Used & Extended the functionality of two Professionally developed SDKs:
Photon & Oculus.
Built a Score System, utilizing Server Authority.
Utilized systems to Synchronize Physics Objects over the Network.
Implemented an extendable system and tools for Designers to use.
Oversaw code reviews for the entire team.
Engaged in Solo and Paired Programming to Debug/Bugfix Systems.

Mitch Crystal II — *Project Manager/Character Artist* — Unity

Top Down, 16 bit, Endless Hack n Slash for PC - Team of 4.
Prioritized tasks, due to limited resources.
Made believable 16-bit sprites.

EDUCATION

Van. Film School, Vancouver, BC — *Game Design Diploma*

October 2017 - October 2018

Further reinforced the importance of Teamwork, learned the fundamentals of Game Design, and all of my recent Programming Experience.

Clayton Heights Secondary, Surrey, BC — *High School*

September 2001- June 2006

Completed Cisco's C.C.N.A. Network Administration Courses. Where I learned to Program Routers and Switches.

WORK EXPERIENCE

13 Years of Experience in the Service Industry, where I always worked as part of a team, and gained a lot of communication experience, with both fellow team members and customers.

SKILLS

C#
UE4 Blueprint
C++ (Learning)
Unity
Unreal 4
Photon, Oculus
Perforce
Git
Pivotal Tracker

SOFT SKILLS

Teamwork Skills
Problem Solving
Adaptability
Communication Skills

PASSIONS

Board Games : I love the social and hard mechanical nature of Board Games.

Video Games : I enjoy understanding the mechanics of Video Games, and how far they can be pushed.

Tabletop RPGs : I greatly enjoy the communal world building of Tabletop RPGs.

Snowboarding : I really like the feeling on the slopes, and the freedom that it brings.