

Georges Brunet

Experience

Bolder Games

Boulder, CO

Software Engineer, Lead

April 2022 - January 2024

- Leading the architecture and development of systems implementations for projects of third-party clients (including Disney Imagineering) and in-house projects and game prototypes using Unreal Engine.
- Working on various aspects of development, including: Gameplay Systems, Locomotion & Animation Systems, Networking, Audio, Physics, and AI Behavior systems using C++ and 3D Math in collaboration with audio, design, and animation teams.
- Collaborating with various teams to create Tools in accordance to their needs to optimize product generation pipelines and development workflows.
- Conducting performance analysis and code optimizations on large existing codebases as well as Unit & Functional Testing.
- Titles: Deep Space Scoundrel (Steam), Virballs (Steam - Soon to be released)

Software Engineer

June 2021 - April 2022

- Generalist developer for both release candidates and prototypes using Unreal Engine and Unity implementing various systems, gameplay programming, standardizing codebases, implementing automated Unit & Functional Testing, and tools engineering.
- Implemented platform-specific updates (Switch & Windows), bug fixes, and standardized similar functionalities for the following titles: Starballs, The adventures of Spunk and Splat, Roboshark Rampage.

OctaneX Technologies

Denver, CO

Data Science Intern

June 2018 - June 2019

- Assisted in the development of the OctaneX Optimizer software by designing and implementing the core algorithms for product generation using linear and nonlinear programming, and developed tools for automatic analytics report generation.

Skills

- **Programming:** C++, C#, C, Lua, HLSL, Visual Studio 2019, Visual Studio Code
- **Development:** Unreal Engine (UE4 & UE5), Unity, Love2D, Blender, GIMP

Personal Projects

Project Myrmidon | <https://github.com/GeorgesABrunet/ProjectMyrmidon>

- An in-development solo project that involves realistic networked grapple hook physics, melee combat, and aerial ship combat.

Project Warden | <https://github.com/GeorgesABrunet/ProjectWarden>

- A game that involves instanced mission worlds with completion goals and ability-based combat with power of abilities determined by rotational velocity and timed releases. Spin to Win!

Game Jams | <https://pootpootpoot.itch.io/>

- Game jams I've participated in alone or in a team, at <https://georgesbrunet.com/GameJams>

Education

University of Colorado | B.A. in Mathematics - Concentration in Applicability & Statistics ; French Minor

August 2019

Certifications

HarvardX - Computer Science for Game Development Certificate

November 2020

RITx Rochester Institute of Technology | Unreal Engine Foundations Professional Certificate

December 2020