JOSEPH BROWN

Entry-Level Gameplay Programmer

nhbrown95@gmail.com
Portfolio: josephbrowndev.com
LinkedIn: linkedin.com/in/joseph-brown-gamedesign

PROFESSIONAL SUMMARY

Recent Game Design graduate with hands-on experience in Unreal Engine Blueprint development. Passionate about creating engaging gameplay experiences with a focus on AI behavior systems and player interaction. Currently learning C++ programming to expand technical capabilities. Seeking an entry-level gameplay programming position to contribute to game development while continuing to grow technical skills.

CORE COMPETENCIES

Game Development
• Unreal Engine 5 Blueprints (Beginner)
• Blueprint Visual Scripting
• Game Mechanics Implementation
• Basic AI Behavior Trees (Blueprint-based)
• Level Design and Scripting
• Performance Optimization Fundamentals

Programming Skills
• Blueprint Visual Scripting (Intermediate)
• Python (Beginner)
• Java (Academic Experience)
• C++ (Currently Learning - No Game Development Experience)
• Basic Debugging and Testing

Development Tools
• Unreal Engine 5
• Git Version Control
• Basic Agile/Scrum Understanding
• Documentation and Communication
• Team Collaboration Tools

EDUCATION

Bachelor of Science: Game Design
 Full Sail University | Florida | Graduated: January 2025
 Specialized Focus: AI Systems, Gameplay Programming, Blueprint Development
Relevant Coursework:
• Advanced Gameplay Systems
• AI Programming Fundamentals
• Level Design Theory

- Technical Game Design
- Programming for Games

Academic Projects:
- Basic AI behavior system for combat scenarios
- Simple gameplay mechanics using Blueprint scripting
- Performance optimization exercises for game systems

PROFESSIONAL EXPERIENCE

Junior Software Engineer
Revature | Remote | April 2025 - June 2025
- Learned backend development fundamentals with focus on clean code practices
- Collaborated with development teams using Agile methodologies
- Contributed to debugging and testing processes in structured learning environment
- Developed understanding of software development lifecycle and best practices

Unreal Project Intern
Escape Room | Remote | February 2025 - April 2025
- Assisted with basic character customization system implementation
- Learned asset pipeline processes and basic optimization techniques
- Supported project documentation and milestone tracking
- Gained experience with remote collaboration and project management tools

Independent Game Development Projects
Personal Projects | February 2024 - February 2025
- Developed small-scale game prototypes using Unreal Engine Blueprints
- Implemented basic AI behaviors using behavior trees and state machines
- Created simple combat and interaction systems for learning purposes
- Practiced version control and project organization best practices

---

KEY PROJECTS

Limitless Runner - Endless Runner Game
Personal Project | Published on Steam
- Developed infinite procedural generation system for platform spawning
- Implemented 12 animation states for character movement and grappling mechanics
- Created 5 platform types with different movement patterns
- Designed power-up system with basic gameplay effects
- Achieved stable performance through object pooling techniques
- *Technologies: Unreal Engine, Blueprints, Steam Publishing*

Blood and sand - AI Learning Project
Academic/Personal Project
- Built basic AI combat system with simple enemy behaviors using Blueprint visual scripting
- Implemented fundamental behavior trees for enemy decision-making in Blueprints
- Created modular framework for testing different AI approaches using visual scripting
- Developed small combat arena with environmental interactions
- Focused on readable, predictable AI behaviors for learning purposes
- *Technologies: Unreal Engine, Blueprints, Visual Scripting*

Character Customization System
Internship Project
• Assisted in implementing basic character appearance modification system
• Learned integration between UI systems and character rendering
• Supported asset optimization for various target platforms
• Gained experience with collaborative development workflows

TECHNICAL SKILLS

Game Engines & Tools
• Unreal Engine 5: Intermediate Blueprints, Basic C++ Integration
• Basic AI Systems: Simple Behavior Trees, State Machines
• Performance Awareness: Basic optimization principles and profiling

Programming Languages
• Blueprint Visual Scripting: Intermediate (Primary game development tool)
• C++: Currently Learning (No game development experience yet)
• Python: Beginner (Scripting and basic automation)
• Java: Academic knowledge (Backend systems understanding)

Development Workflow
• Version Control: Git, basic branching and merging
• Documentation: Technical writing, project documentation
• Collaboration: Remote team experience, basic Agile understanding
• Testing: Manual testing, basic debugging approaches

ADDITIONAL QUALIFICATIONS

Quick Learner: Demonstrated ability to pick up new technologies and frameworks efficiently
Problem-Solving: Strong analytical thinking and systematic approach to debugging
Team Collaboration: Experience working with remote teams and cross-disciplinary communication
Self-Motivated: Completed personal projects and maintained consistent learning outside of formal education
Communication: Able to explain technical concepts clearly and document work effectively

PROFESSIONAL INTERESTS

• Gameplay Programming and Systems Design
• AI Behavior Development and Implementation
• Performance Optimization in Game Development
• Player Experience and Accessibility in Games
• Continuous Learning in Game Development Technologies

Available for entry-level positions with opportunities for mentorship and professional growth in gameplay programming.