BRENNAN MURDOCK

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Education

Champlain College, Burlington, Vermont

Bachelor of Science in Game Design   *May 2025*

- Graduated Magna Cum Laude

Skills

- Unreal Engine 5
- Unity 2D/3D
- Jira/Confluence
- Autodesk Maya
- Adobe Substance Painter
- C# and C++ knowledge

Experience

Senior Capstone, Champlain College

Level and Systems Designer   *September 2024 - May 2025*

- Worked closely with other disciplines in a simulated industry environment for a whole school year to fully develop a product and ship it to Steam
- Utilized tools such as Jira and Confluence while following Agile methodology
- Developed levels and systems in Unreal Engine 5
- Assisted with onboarding new team members halfway through the game's development

Self employed, Charlotte, Vermont

General lawn care worker   *June 2018 - August 2020*

- Learned how to mow lawns to help local community members
- Endured difficult working temperatures
- Assisted with general tasks like gardening, weeding, heavy lifting, and landscaping

Relevant Projects

Designer and Artist   ***September 2022 - October 2022***

- Created a 2D platformer from scratch in Unity

- Iterated weekly and responded to feedback

- Went above and beyond project expectations

Level Designer   ***March 2023 - May 2023***

- Created a polished level for the Lyra game in Unreal Engine 5

- Sketched level designs and drew final level map

- Iterated weekly based on feedback from play testers

- Implemented finalized art assets and set dressed thoughtfully to bring the level to life

Designer and Programmer   ***September 2023 - October 2023***

- Created a 3D arcade style action game in Unity

- Features cutscene

- Use of shader graphs and particle systems

- Emphasis on player feedback

Designer and Programmer   ***January 2024 - May 2024***

- Developed an immersive virtual reality swimming prototype in Unity 3D

- Utilizes motion controllers for realistic swimming action

- Features swimming AI enemy, programmed from the ground up

- Heavy focus on atmosphere, player feedback, and immersion

Level Designer   ***September 2024 - December 2024***

- Created a map for the game, *Path of Titans*, in Unreal Engine 5

- Researched real world locations to gather references for a cohesive design

- Created extensive documentation on both the *Path of Titans*' official maps, and the one I was developing in UE5

- Utilized Unreal Engine's tools to create a vast open map

- Learned optimization techniques for foliage and other high quality assets

Level Designer   ***September 2024 - December 2024***

- Created a custom map for the game, *Amnesia: The Dark Descent*

- Gained experience working with proprietary game engine

- Created digital level map and LDD

- Designed and programmed environmental puzzles and enemy encounters