

Brandae Grein

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Experience

Work Experience

Leaftail Labs Inc - Junior Software Engineer on Nibblity *December 2020 - Present*

- Worked with Unity and C# to develop features for an AR pet simulator for iOS devices
- Created tooling using JavaScript to communicate with the AWS backend and update game records on the fly
- Used networking experience to engage with the community via volunteering as a company representative

MyPad3D - Unity Programmer, Short Term Contract *October 2020 - November 2020*

- Developed a proof-of-concept VR Music Room experience for use at the Seattle Children's Hospital

Swyfft.com - Software Development Engineer in Test Intern *September 2019 - July 2020*

- Wrote and maintained automated tests for the Swyfft website in C# using Selenium testing software
- Daily debugging of complex interwoven systems including SQL, C#, React, Selenium, Papertrail, and more

Bellevue College - Senior XR Lab Assistant *May 2018 - June 2020*

- Created short virtual reality experiences for professors, guest lectured on Intro to VR Programming
- Worked as a project manager, including organizing schedules, creating agendas, managing other employee workloads through Trello, and coordinating campus wide events between several different departments

Project Experience

Monster Matchmaker - Alexa Skill Developer, Project Manager, React Developer

- A D&D 5th Edition encounter website and Alexa skill using AWS Services like Lambda and API Gateway

Lessons One & Two - Level Designer, Unity Developer

- A VR Chinese language game for Bellevue College using Unity and the SteamVR assets package

Skills

C# Development

- Wrote and maintained code on a complex game system. Integrated C# with Objective C, JavaScript, and HTML
- Used ReSharper on Visual Studio to manage systems for automated unit testing

VR Development

- Developed contract projects for both MyPad3D and Bellevue College
- Designed and implemented a program to teach vector magnitude by using gamification of concepts

Java Development

- Worked with a team to make a simple chat application using IEEE, SCRUM development methods
- Used regex pattern matching to scrape information from websites specific to bus times based on a user's request

Other Skills Include:

- C/C++
- Unreal Engine
- Game Design
- Python
- Public Speaking - 12 years of experience
- Teaching/Training - 12 years of experience

Qualifications

Bellevue College - Bachelor of Science: Computer Science, Cum Laude *June 2020*

Unity Certified Professional Programmer & Instructor *July 2020*

IGDA Foundation Velocity Awardee *2020*