CONTACT

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EDUCATION

Level 1 - 4 Automotive Tech Apprentice 310S
Mohawk College/Hamilton, ON
2015 - 2019

Diploma in Computer Programming
Sheridan College/Oakville, ON
2020 - 2022

GDAP - Graduate Certificate
Sheridan College/Oakville, ON
2023 - 2024

Diploma in Video Game Design & Development
Toronto Film School/Toronto, ON
Honors, Presidents Award Nominee
4.16 GPA
2025 - June 2026

EXPERTISES

- Unity
- Unreal
- Visual Studio
- Rider
- Github
- SDL
- Pro Tools
- FMOD
- 3D
- 2D
- Steering Behaviours
- FSM
- C#
- C++
- JSON
- XML
- Adobe Photoshop
- Adobe Illustrator
- Microsoft Powerpoint
- Microsoft Excel
- Microsoft Word
- Microsoft Project
- Hack n' Plan
- Trello
- Jira

REFERENCE

Available upon request.

B - M

BRANDON MARSHALL

Game Programmer

PROFILE

Game Programmer and Technical Designer with hands-on experience building gameplay systems, AI, and tools in Unity and Unreal Engine. Graduate of Sheridan College's Game Development Advanced Programming (GDAP) program. Strong background in scalable system design, team collaboration, and gameplay-focused problem solving.

Projects

Neon Steel - 2.5D SideScroller - Platformer/Action-Beat'em Up

Toronto Film School (BloodFeather Studio) / REMOTE / 2025 - June 2026

- Part of a student-led studio of 17 members (9 artists, 8 programmers) tasked with developing a polished project for showcase at multiple public venues.
- Elected by peers to serve as Technical Director based on prior capstone experience and a strong technical foundation from the GDAP program.
- Worked within a defined production hierarchy, coordinating with the producer to communicate programming requirements to the art team and align designs with implemented systems.
- Collaborated cross-discipline to support artist needs by developing and integrating systems and tools that enabled efficient content implementation.
- Owned project source control, establishing repository organization, branching rules, and workflows to maintain stability and collaboration across a large team.

The House on The Hill - Fixed Camera Investigative Horror

Sheridan College (Zenko Studios) / Oakville, ON / 2023 - 2024

- Student-led studio consisting of 5 members, the students are tasked with developing a polished vertical slice for public showcase and hands-on play at the CNE Gaming Garage.
- Served as Technical Director, ensuring technical tasks were completed on schedule and aligned with project milestones.
- Acted as the primary liaison between programming and art teams, translating design and level requirements into technical systems and tools.
- Designed modular, scalable architectures that were easy to optimize and simple for artists to integrate using custom-built tools.
- Showcased the project trailer on the main gaming stage at the CNE and delivered a live presentation discussing the game immediately following the screening.

WORK EXPERIENCE

Automotive Service Technician Apprentice

Burlington Nissan / Burlington, ON / 2019 - 2022

- Recruited for customer service strengths and technical expertise in vehicle interior trim systems.
- Led diagnosis and repair of interior noise complaints through systematic isolation of variables and iterative testing.
- Applied analytical workflows equivalent to bug reproduction, root-cause analysis, and fix verification used in game development.

Automotive Service Technician Apprentice

Terrace Lincoln Ford / Burlington, ON / 2015 - 2019

- Diagnosed vehicles using structured, methodical procedures to accurately identify mechanical issues. This experience established a strong foundation in logical, step-by-step problem solving, an approach I directly apply to debugging, testing, and validating software systems.
- Reproduced and analyzed customer-reported issues using written work orders to identify root causes. Communicated clear, practical solutions to customers, skills that directly translate to reproducing bugs, isolating causes, and proposing fixes in software development.
- Diagnosed vehicles using structured, methodical procedures to accurately identify mechanical issues. This experience established a strong foundation in logical, step-by-step problem solving, an approach I directly apply to debugging, testing, and validating software systems.
- Led on-site tire storage and allocation, maintaining accountability for 300+ assets across government, corporate, and customer inventories. Implemented organized storage systems to ensure traceability, accessibility, and compliance with service requirements.