

Tomer Braff

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Dynamic and Creative Entrepreneur Excels in Implementing Solutions – Detail Oriented – Meets and Exceeds Deadlines Limitless Quest for Knowledge

TECHNICAL EXPERIENCE

[Dot Matrix Dodger](#) Bullet-hell type game utilizing the gyroscope and accelerometer of the mobile phone. Utilized Unity, C#, Photoshop, and Android SDK. **Personal project developed in 6 months, published on the [Google Play Store](#).**

[Circular Reasoning](#) Student game design project taken professionally. **Featured at [Indie Cade 2014](#). Picked up and professionally published by [Breaking Games](#). Awarded [2016 Mensa Mind Games](#).**

[Max and the Grimble](#) Game Lab project, an industry simulation course organized with a group of students to create a game from alpha to gold over a semester. Acted as an engineer in a team of 15. Managed source control, interactions, scripting, GUI, and refactoring within the Unity game engine.

PROFESSIONAL EXPERIENCE

TargetCW (Assigned id Software), Play Tester, Dallas, Texas **May 2017 – June 2017**
Assigned to id Software as a temporary play tester to give in-depth feedback on a Bethesda published title in the user testing lab.

Giant Shoulder Games, Dallas, Texas **December 2014 – Current**
Founder - Personal game development studio. Developed the board game *Circular Reasoning* and the mobile game *Dot Matrix Dodger* for Android phones (see above).

Ad Magic/Breaking Games, Dallas, Texas **December 2014 – Current**
Partner - Game publishing: Board design, packaging, and marketing. Board game manufacturer and publisher. Published the board game *Circular Reasoning*.

Dead Bob Games, Dallas, Texas **May 2015 – January 2017**
Contractor, Consultant – I assisted in the creation of game design documents, refactoring and managing code, proof-of-concept prototypes, and offered design consulting for several local and academic projects.]

Reel FX, Dallas, Texas **January 2012 – May 2012**
Internship for a local animation company. Assisted in preproduction and conceptual work for advertisements and other commercial works contracted to the company at the time.

EDUCATION - The University of Texas At Dallas (May 2017)

Dual Major : B.S. in Computer Science B.A. in Arts & Technology GPA – 3.3/4.0

Courses : Data Structures, Software Engineering, Game Design, Game Production Lab, Game Engineering

TECHNICAL SKILLS

Programming Languages : C/C++/C#, Java/JavaScript, Python, Lua

Operating Systems : Linux/Unix, OSX, Windows XP/7/8/10

Game Engines : Unity, Unreal, Game Maker

MEMBERSHIPS

Alpha Epsilon Pi – Tau Iota Chapter Founding Father, Secretary, 2015 – current

IGDA Student Member, 2014 – current SGDA Student Leader, 2014 – 2017

Volunteer Work – Jewish Family Services Food Pantry, Tiferet Israel Congregation