

# Tomer Braff

## GAMEPLAY PROGRAMMER

Dallas, TX ■ 214.675.9430 ■ tomerbraff@gmail.com

■ [www.tomerbraff.com](http://www.tomerbraff.com) ■ [github.com/Jumplion](https://github.com/Jumplion)

### DRIVING GAME DEVELOPMENT WITH CODING & COLLABORATION

Player-focused programming generalist with 3+ years professional experience and a track record of success writing code and collaborating with other designers to create genre-defining games. Right-brain plus left-brain thinker delivers a best-in-class player experience with clear, maintainable, and highly functional code, scripting, design, and creative direction. Savvy communicator can motivate and work with all team members to create needed tools and technology. Known for passion for learning, technical knowledge, commitment to quality, and ability to work in a fast-paced environment.

### TECHNOLOGY & CORE SKILLS

**Programming Languages:** C/C++ ■ Python ■ JavaScript ■ Lua ■ HTML ■ .NET ■ XML

**Game Engines:** Unity ■ Unreal ■ Game Maker Maya

**3D Mathematics:** Linear Algebra ■ Matrix Math ■ Vector Math

**Gameplay Tools:** Player Movement ■ Animation ■ AI ■ Weapons ■ Combat ■ Audio Programming ■ Camera ■ Effects

Networking ■ Core Tech ■ Console Programming

**Other Technical Expertise:** Profile ■ Optimize ■ Scripting ■ Feature Troubleshooting ■ Simulation ■ Collaboration ■ Teamwork

Spoken & Written Communication ■ Problem Solving ■ Documentation ■ Support Tools

### PROFESSIONAL EXPERIENCE

NAUGHTY DOG – Santa Monica, CA

(Mar 2019 – May 2020)

**Game Designer | Gameplay Scripter** (contract)

*The Last of Us Part II* (Released June 19, 2020)

Collaborated directly with a team of 3 designers to script scenarios, implementing and interfacing with animation, combat, AI, audio, and accessibility features.

- **Bested prior accessibility standard** by leading the development of navigation assistance, high contrast mode, and enhanced listening mode. Required technical expertise and collaboration with UI artists and other programmers.
- **Optimized the Patrol level** with multiple iterations, choosing the combat arena with the best feel. Used the proprietary scripting language and engine and collaborated across departments to polish the final result.
- **Innovated a heavily used plug-in** using Sublime Text manager to aid memory management in the game.

ADVANCED PLAN FOR HEALTH – Dallas, TX

(Nov 2017 – Feb 2019)

**Software Developer**

Hired to design, debug, and implement insurance assistance software and a customer accessible mobile app. On 4-person programmer team that introduced enterprise-software applications and methodologies such as sprints and AGILE.

- **Boosted performance of outdated software** by updating and debugging the software piece by piece.
- **Developed a HIPPA friendly app from scratch** in 2 months by learning XAML, and Xamarin to code and implement.

GIANT SHOULDER GAMES – Dallas, TX

(May 2015 – Present)

**Owner | Self-Motivated Game Developer**

- **Awarded Mensa 2016 Mind Games** and IndieCade 2014 for the Circular Reasoning Boardgame.
- **Developed Dot Matrix Dodger** for Android phones utilizing Unity, C#, Photoshop, and Android SDK.

TARGETCW | **Play Tester, User Testing Lab** | Bethesda published title – Dallas, TX

(May 2017 – Jun 2017)

DEAD BOB GAMES | **Game Developer** | CONTRACTOR — Dallas, TX

(May 2015 – Jun 2017)

### EDUCATION

**Bachelor of Science in Computer Science** ■ *The University of Texas – Dallas, TX*

(2017)

**Bachelor of Science in Arts & Technology, focus in Game Design** ■ *The University of Texas – Dallas, TX*

(2017)