Devon brazelton

# **experience**

| 2023-2024 | **Adapta Solva**  Currently available for free on Steam, a game project completed with a small team that was a finalist for the Hobby Award in the Winter Season of the Game Developer World Championship (GDWC). Adapta Solva is a 3D puzzle platformer created in Unity. I played a pivotal role in implementing many of the core mechanics, for more information on my contributions to this project check out my portfolio website.  https://devonbrazelton.com/store.steampowered.com/app/2752680/Adapta\_Solva/ |
| --- | --- |

# **Education**

| **Bachelor in Digital Arts & Entertainment – Game Development**  Hogeschool West-Vlaanderen (DAE Studios)September 2020 – Present  Botenkopersstraat 2, Kortrijk, Belgium |
| --- |
| Relevant courses: Graphics Programming, Tool Development, Programming, Game Tech, Game Mechanics, Applied Math & Physics, Gameplay Programming, 3D 1, 3D for Games... |

# **Technical skills**

| **Coding Languages** : C++, C#, HLSL, Python, Lua  **Game Engines**: Unity, UE4  **Source Control :** Git, Github, Perforce  **Gameplay :** 3C’s, FSM, Behaviour Trees, AI, Implementing created VFX/Animations/Sounds, …  **3D :** Photoshop, Autodesk Maya, SideFX Houdini |
| --- |

# **Soft skills Languages**

|  |  |
| --- | --- |
| * Effective Communication * Open-minded * Adaptability * Problem-solving * Time-management * Attention to Detail * Passionate / Driven * Teamwork * Always open to learn | * English (native speaker) * Dutch (intermediate) |

# **portfolio & contact Info**

Website : <https://devonbrazelton.com>

Github : <https://github.com/BrazeltonDevon>

LinkedIn : <https://www.linkedin.com/in/devon-brazelton-965313198/>

Email : [brazeltondevon@gmail.com](mailto:brazeltondevon@gmail.com)

Phone : +32 492 12 18 10