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/ |
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# **Education**

| **Bachelor in Digital Arts & Entertainment – Game Development**Hogeschool West-Vlaanderen (DAE Studios)September 2020 – PresentBotenkopersstraat 2, Kortrijk, Belgium |
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| 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 |
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# **Soft skills Languages**

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

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