

Brian Herman

Multiplayer Network / Gameplay Programmer

(847) 431 5519 – herman.brian.m@gmail.com – <https://bpinecone.net>

EXPERIENCE HIGHLIGHTS

UserTesting.com

January 2012

– November 2015

Quality Assurance

Contract-based testing for various development studios such as PetSmart, Rapt, Ubisoft, and a few undisclosed companies.

iD Tech Camps

May 2013

– August 2013

Instructor

Attended to campers as a camp counselor. Taught GameSalad, Unity3D, Obsidian(Engine), Java, C++, RPG Maker VX Ace, and iOS development to the campers over week-long segments.

MasonDogg Studios

May 2016

— January 2018

Multiplayer Network Programmer

Contract developer for a small startup in Atlanta, Georgia. General programmer for my individual team.

Babaroga

November 2017

— March 2019

Developer

Started as a Contract Consultant working on porting games to Oculus, Vive, and Windows Mixed Reality. Spent time focused on R&D cloud rendering for mobile applications in Unity3D and Unreal with target VR platforms. Majority of job requirements were focused on 3rd party contract development.

ACDMY

February 2020

— January 2021

Developer

Joined the team as a Network Specialist Developer. Role was focused on generalist programming, and had me handling a variety of disciplines including Gameplay, Networking, Model Rigging, and DevOps. Helped to produce the company Discord bot, as well as helped create the Procedural Animation and IK systems that were foundational to the Synthetic Selection project.

EDUCATION

DePaul University

2012-2016

Bachelor of Science

Computer Game Development, Concentration in Systems Programming.
Graduation Date August 2016

TECHNICAL EXPERIENCE

Programming Languages

C/C++, C# .NET, Java, Swift, ShaderLab/GLSL/HLSL, SQL, JavaScript, Lua, Python

Engines/SDKs

Unity, Unreal Engine 4, SFML, SDL, OpenGL, Microsoft XNA/MonoGame, Steamworks SDK, LiteNetLib(Network), Lidgren(Network), Photon(Network)

Tools

Perforce, Git, Cassandra, MySQL, PostgreSQL, Houdini, Adobe Creative Suite, Autodesk Maya, Qubicle