BRIAN PIMENTEL
GAME DEVELOPER & PROGRAMMER

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EDUCATION

B.A. Digital Media
York University
Toronto, ON
December 2020

ENGINES

LANGUAGES

BLUEPRINTS

SOURCE CONTROL

WORK EXPERIENCE

Software Developer
July 2021 - March 2025

During my time at DoubleJump Games I worked on well over 80 different *Among Us* modding projects for the popular YouTuber *SSundee*, who has almost 25 million subscribers. The projects I was responsible for involved everything from adding new roles to the game to total conversion mods, and required actively collaborating with the development, design, art and QA teams. I was personally responsible for ensuring that the mods were feature-complete by the scheduled recording date.

Freelance Game Developer
April 2020 - July 2021

Freelancing for a wide range of clients allowed me to hone my skills as a game developer, and involve everything from programming to level design and 3D modelling. The most well-known of the projects I worked on was the *Roblox* game *The Slayer*, which at the time of writing has been played over 34 million times! Striving for excellence during this time allowed me to achieve Top Rated status on Upwork with a success rate of 100%.

OTHER EXPERIENCE

Game Jams

- **Ludum Dare 57 - Deep Hour,** Gameplay Programmer
- **TOJam 2022 - Pizzaverse,** Gameplay Programmer
- **TOJam 2021 - Gates of R'lyeh,** Gameplay Programmer
- **Ludum Dare 48 - Gone Fishing,** Gameplay Programmer/UI Designer
- **Ludum Dare 47 - Sea Shawty,** Gameplay Programmer/Level Designer

Ubisoft Toronto NEXT

- **NEXT 2021,** Level Design Challenge Semi-Finalist
- **NEXT 2020,** Level Design Challenge Participant

York University

- **Meltdown,** Gameplay Programmer
- **Cyberscape,** Gameplay Programmer

RELEVANT SKILLS

- Programming
- Optimization
- Code Review
- Prototyping
- Game Mechanics
- Iterative Development
- Photoshop
- Maya/Blender
- Level Design
- Mentoring
- Collaboration
- Time Management

ACHIEVEMENTS

- **Top Rated -** Achieved Top Rated status, with a 100% success rate, as a freelance game developer on Upwork
- **NEXT 2021 -** Semi-Finalist in Ubisoft Toronto's NEXT 2021 competition under the Level Design category
- **York University Showcase -** Cyberscape was shown at York's Digital Media End of Year Showcase