**Brosnon Buchanan**

5 Royal Oaks Blvd | Hickory Creek, TX, 75065| (806)-518-1633 | buchananstudiosdev@gmail.com

**Previous Projects:**

February - May 2021

"Bones", **Artist/ Programmer**

A hack and slash game where the player fends off unlimited enemies as long as possible to achieve the highest score.

* Designed Character Concept art/ Sprites/ Backgrounds
* Implemented collision physics and health system
* Designed HUD

October - December 2020

"Hunter", **Artist/ Programmer**

A side scrolling Platformer/Shooter game in which the player kills demons wandering the countryside.

* Designed Character Concept art and Sprites
* Implemented shooting physics and level transition mechanics
* Implemented HD post processing

September - November 2020

"Wanderer", **Lead Writer/Artist**

An overhead view RPG game reminiscent of old Zelda/Pokémon titles, where the player wanders a strange land uncovering it's dark secrets.

* Designed Character Art /Sprites
* Implemented graphical objects and physics system
* Designed level backgrounds
* Wrote overall game story

March 2019- February 2021

“Knuckle Busters”, **Lead Character/Level Designer & Music Composer**

Multiplayer Fighting Game similar to Street Fighter 2 and King of Fighters

* Designed Character Concept art and Sprites
* Implemented HD post processing, and bloom effects on special combos
* Implemented graphical objects and physics system
* Composed the music for game levels, as well as original character themes
* Aided in programming physics mechanics using Unreal Engine 3
* Designed level backgrounds

February 2019- March 2020

“Invasion”, **Lead Writer, Character/ Level Designer**

Single Player Action game similar to Metroid and Contra

* Designed Character Concept art and Sprites
* Designed level backgrounds
* Wrote overall game story
* Aided in programming physics mechanics using Unity

June 2020

“Waiting for the Raven” **Voice Actor**

Rpg/ Top down action game similar to Zelda and Fallout

* Provided Voice over work and sound design assistance to this Steam Game

**Experience**

March 2019 – February 2021 **Lead Writer/Caracter Designer/Composer** Freelance Projects

April 2018 – April 2020 **Comic/Storyboard Artist** Freelance Projects

April 2018- Current **Voice Actor/ Sound Designer** Freelance Projects

**Education**

* [North Central Texas College], [Corinth], [TX] (2019-2021) Video Game Design
* Google I.T. Certification (2017-2018)

**Skills**

**Programming Languages**: C++ (2 years), C# (2 years), Java (< 1 year), Swift (< 1 year) JavaScript (< 1 year)

**Development Tools**: Adobe Illustrator, Blender 3D, GameMaker Studio 2, Unity 2D/3D, Fl Studio, MAYA

**Api & Libraries**: Direct 3D 8.1, Windows GDI

**Physics & Math Programming**: Collision Detection and Response, Swept and Discrete Intersection, Ray Intersection (with Sphere, Box, Polygon, Cylinder, and Trapezoid)

**Graphics Programming & Design**: HDR post processing, Lighting effects, Texturing, Sculpting, 3D graphics Pipeline, 2D Animation, Parallax Mapping

**References**

Jared Main – jaredmain@gmail.com

Nathan Gordon – nathtangordon@gmail.com