Brett Formosa

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I am a Game developer who specializes in Animation and Programming. I love learning new things, taking pride in challenging myself and I am constantly learning to hone my skills to help bring the vision of the project to life.

EDUCATION

Centenniel College - Game Development and Design
Advanced Diploma Candidate / **Received Dean's Award for Academic Excellence**

September 2020 - April 2023

PROJECTS

Unity Asset Store FPS Animation Pack, Solo Developer
January 2023 - April 2023
- Modeled, Textured, Rigged and Animated 2 Weapons for an FPS game.
- Modeled in Blender, Textured in Substance Painter, Rigged/Animated in Maya.
- Animations include holster, fire, reload for an 1880's single-shot Rifle and a 2000's semi-automatic pistol.

Forest of Embers, Animator/Programmer
September 2022 - December 2022

- Used Unity's in-engine animator to 2D rig, weight paint and animate a biped and quadruped character.
- Used C# programming to implement animations to make the game more immersive for the player.

Space Race Remake, Solo Developer
December 2022

- Used Unity to recreate a classic co-op arcade game.
- Used C# programming to implement player movement and a scoring system for a competitive feel.
- Implemented a customizable timer that players can choose at the beginning for replayability.

Vampire Dave's Stealth Adventure, Programmer
April 2022

- Used C# programming to implement character movement and health system for a 2D platformer.

PERSONAL SKILLS

Collaboration
Communication
Organization
Adaptability
Leadership
Self-Motivation
Attention to Detail
Problem-Solving

Animation:
2D Animation
2D Rigging
3D Rendering
Motion Capture
Procedural Animation

Programming:
Git/Bitbucket
C#

SOFTWARE SKILLS
Programs:
Unity
Houdini
Premier
Unreal
HackNPlan

Animation:
Spine
Unity Animation
MotionBuilder
Maya
Blender
Photoshop

Programming:
Visual Studio
Jetbrains Rider