BRIAN TORRES
DESIGNER & DEVELOPER

brian-torres.com
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@briantyoyo

EXPERIENCE

PROGRAMMER - RECHARGE & RESPAWN REMAKE
Novemeber 2012–July 2014

Designed and programmed game play systems in the Unity3d game engine for a side-scrolling platformer within a small team.

PROGRAMMER, GUI DESIGNER - DOWNFALL
June–October 2012

Designed systems for a side-scrolling shooter with a team of three programmers. Also developed an alternative solution to Unity's menu option and designed a GUI within that system.

PRODUCER, WEB DESIGNER - RESPAWN GAME DEVELOPMENT
Spring 2011

Managed a mid-sized team for a side-scrolling platformer game. Responsible for documentation and making sure everyone was able to get their jobs done. Additionally, programmed game play mechanics and designed the game's GUI. Post release, built a promotional website.
badhandgames.com/

WEB DESIGNER & DEVELOPER - NVC DIGITAL MEDIA LAB WEBSITE
Spring 2011

Setup a Wordpress powered site and custom theme which was able to showcase each piece of lab equipment and room.
nvcmultimedia.com/lab/

LAB ASSISTANT - NORTHWEST VISTA COLLEGE, DIGITAL MEDIA DEPARTMENT
May 2009–June 2011

Responsible for providing help to students with the various computer programs and equipment used in the Digital Media Department.

EDUCATION

BACHELORS OF FINE ARTS IN COMMUNICATION DESIGN
Graduated May 2014

Texas State University - San Marcos, TX

ASSOCIATE OF APPLIED SCIENCE IN GAME DEVELOPMENT SPECIALIZATION IN GAME PRODUCTION
Transferred Spring 2011

Northwest Vista Community College - San Antonio, TX

SKILLS

PROGRAMMING & SCRIPTING
C#, Java, HTML, CSS

APPLICATIONS
Photoshop, Illustrator, InDesign, 3D Studio Max

ACHIEVEMENTS

QUILL AND SCROLL
May 2008
Journalism National Honor Society

JOHN PAUL STEVENS HIGH SCHOOL
June 2008

INTRODUCTION TO GRAPHIC DESIGN
July 2006
Adult & Community
Education – NISD