

BRANDON MCCARTHY

(801) 664-3406 • brandonmccarthy@gmail.com
[linkedin.com/in/brandonmccarthy/](https://www.linkedin.com/in/brandonmccarthy/) • <https://brandonmccarthy.com>

EDUCATION - University of Utah / 3.84 GPA

- **Bachelors of Science, Computer Science - Anticipated May 2025**
- **3.84 GPA - Dean's List Every Semester**
- **Courses:** Database Systems, Computer Networks, Algorithms, Computer Systems, Mobile App Programming, Designing Human Centered Systems, Data Structures, Object-Oriented Programming

WORK EXPERIENCE

Galactic Forge Games - Beamdown / Released on Steam - 100+ Wishlists

- Worked as a developer in a team of 30 to create an Isometric 3D Boss Rush Game, released on Steam with over 100 wishlists.
- Engineered a player state machine that manages 8 states and transitions as well as all of the player movement.
- Integrated 8 new player attack and augment mechanics by adapting and expanding upon existing team-written code while maintaining core functionality.
- **Technical Skills:** C#, Unity

Outlier / AI Model Training - Intern

May 2024 - Current

- Contributed to the Outlier platform across multiple projects by thoroughly testing, debugging, and optimizing code by identifying and correcting errors in generative AI model outputs.
- Selected for the elite Oracle Squad for consistently providing high-quality contributions, technical expertise, efficient workflow, and commitment to project success.
- **Technical Skills:** Java, Python, C#, C++

PROJECTS

Gravity

- Developed a 2D gravity based puzzle game for Windows, Android, and Web.
- Created 30 engaging levels, utilizing multiple unique space-themed mechanics to provide a diverse puzzle-solving experience.
- **Technical Skills:** Godot, GDScript

Distressed

- Crafted a philosophically challenging dual-ending game about saving a damsel in distress from a fiery fate.
- Self-taught C# and the Unity game engine through tutorials and experimentation and worked with ~10 playtesters.
- Developed as a passion project to get independent hands-on experience.
- **Technical Skills:** C#, Unity

PASSIONS / EXTRACURRICULARS

ESPORTS

- Achieved 1000 LP Challenger on the NA League of Legends Ranked Ladder (top 0.01%).
- Rank 1 Taliyah Player in Season 2023.
- Competed in the Varsity League of Legends Esports program at the University of Utah for 2 years, cultivating strong teamwork skills and the ability to perform in high-pressure environments.
- Led the team to win the PacU Conference in the Spring 2023 season.

SPEECH AND DEBATE

- Competed and taught as a captain on the Speech and Debate team in High School.
- Placed top 5 in state for the Impromptu event.

PROGRAMMING SKILLS

- **Languages:** C#, Java, Python, C++, C, SQL, Javascript, HTML, CSS, Kotlin
- **Frameworks/Tools:** Unity (C#), Unreal Engine 5, Github, Agile