Brandon McCarthy

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PROJECTS

Distressed / Unity (C#)

- Developed a simple 3D puzzle / story game as a passion project.
- Self-taught C# and the Unity game engine through tutorials and experimentation.

Resume Website / HTML, CSS, JS

- Developed a resume website to showcase projects and interests.

MatPatPyxxl / QT - C++

- Worked on a team of five to develop a sprite editor.
- Implemented a wide variety of tools for sprite pixel editing, animation, and file saving/loading.

MatPatHiragana / QT - C++

- Worked on a team of five using an agile development style to develop an educational app about learning Japanese.
- The app utilized Box2D for a variety of visual effects.

An Apple A Day / Java

- Learned Java and created a tower defense game.
- The game included custom and unique art, diverse tower and enemy types, and numerous challenging waves to provide players with an engaging and immersive gameplay experience.

Snake Game / C#

- Collaborated with a partner to develop a multiplayer snake game.
- Implemented an MVC model and facilitated an online multiplayer environment.
- Developed a unique battle royale mode.

EDUCATION

University of Utah, Salt Lake City

Bachelor of Science in Computer Science, Emphasis in Games
EXPECTED GRADUATION: MAY 2025

- GPA 3.8
- Dean's List every semester

SKILLS

C++

C#

Java

Python

HTML

CSS

JavaScript

Unity (C#)

Unreal Engine 5

PASSIONS / EXTRACURRICULARS

ESPORTS

Competed and led the Varsity League of Legends Esports program at the University of Utah for 2 years.

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.