

Brennan James Segarra

Game Designer

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Education

Champlain College, Burlington, Vermont

Bachelor of Science in Game Design - Class of 2017

Studied Abroad in Montreal, QC - Spring 2016

- Course Experience:**
- 4 Years of Interdisciplinary Production Cycles
 - Game System & Experience Design
 - Game Technology I & II
 - Interactive Storytelling

Skills

- Consistent and effective communicator across all disciplines
- Adaptable, multiple hat-wearing designer
- Rapid prototyping & successive testing for concise feedback

Technical:

Unreal Engine | Blueprint Scripting | Unity 2D & 3D

C# Scripting | VR | Adobe Suite | Audacity

Project Experience

Dissonance

August 2016 - April 2017

VR narrative/puzzle game taking place in the room of an abandoned family home.

Conceptualized and headed creative direction. Designed VR traversal, in-game UI, and puzzle systems. Directed and cowrote narrative. Organized and managed design team as well as overall production as the producer.

Role: Lead Designer & Producer **Engine:** Unreal 4 **Team Size:** 10

One-Gun

January 2016 - April 2016

Single player first-person shooter where you can change the gun's values during gameplay.

Conceptualized and designed enemy types, attacks, and movement. Tested and balanced gameplay systems. Level & encounter design. Cross discipline communicating designer.

Role: Enemy, Balance, and Level Designer, Team Manager

Engine: Unity 3D **Team Size:** 9

Portbound

April 2015

Fishing boat runner where you catch fish and sell to a port market. Made for iPhone/iPad.

Designed core game loop. Systems of touch controls for movement and fish catching in addition to the in-game market economy. Tested and balanced all major game values.

Role: Systems & Balance Designer **Engine:** Flash **Team Size:** 6