

Tristan Brown

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GAME DESIGN | COMBAT & SYSTEMS DESIGN | PRODUCTION | GAMEPLAY PROGRAMMING

PROFILE

Game designer and programmer with hands-on experience in Unreal Engine 5, focused on combat systems, boss encounter design, and AI behaviors. Led design and production on a souls-like boss fight game with a 30-person team, owning attack conception, phase structure, and playtested iteration from early prototype through vertical slice. Experienced in collaborating with artists, programmers, and designers to ship cohesive, polished gameplay.

Core Skills & Competencies

Game Design | Systems Design & Implementation | Gameplay Programming | Rapid Prototyping | Level Design | Team Leadership | Optimization | Combat Design | Enemy AI | Boss Encounters | Rigging | Motion Capture | User Interface Design

EDUCATION

Bachelor's Degree in Computer Science: Animation and Games Emphasis | GPA: 3.79

Brigham Young University | Completed Apr 2026

Relevant Coursework: Video Game Production | Game Design | Computer Graphics | 3D Math | Algorithm Design & Analysis

Gamedev Club Officer: Organized game jams, workshops, and peer training in game development

GAME PROJECTS

- **Dragon Kiss** – Unreal Engine 5: Third-person cross between a boss fight and a dating sim. Dodge dangerous attacks as you show off your dance moves and complete minigames to ultimately win the dragon over! Designed and implemented a hybrid combat and interaction system combining boss fight mechanics with minigame-driven player expression.
- **The Path to Camelot** – Unreal Engine 5: Implemented responsive melee combat systems in C++/Blueprints and designed an engaging, player-focused level.
- **Cosmo's Challenge** – Unreal Engine 5 Mobile Game: Maintained a live mobile game built in UE5; handled post-launch iOS compliance updates and debugging on the App Store release.

WORK EXPERIENCE

Game-U | Remote | June 2026 – Present

Game Design and Programming Instructor | Jun 2025 – Present

- **Provided hands-on, one-on-one instruction in game design, coding, and technology** to students of varying ages and skill levels, using platforms such as Unity, Unreal Engine, Roblox, Godot, and other game development tools.

Brigham Young University | Provo, UT | Feb 2024 – May 2026

Lead Game Designer/Producer | Jun 2025 – May 2026

- **Lead and coordinate a 30-person, cross-disciplinary team** in the ongoing development of a senior capstone game in Unreal Engine 5, overseeing production from early concept through gameplay systems, level integration, and polish
- **Design and implement core gameplay systems** including emergent combat, challenging boss AI, and satisfying player progression, iterating through playtesting to refine feel, balance, and difficulty
- **Drive iterative development through continuous playtesting and QA**, synthesizing player feedback, identifying and fixing systemic issues, and refining pacing, difficulty, and stability within a tightly designed level

Teaching Assistant – Game Design Course | Jun 2025 – Dec 2025

- **Mentored 30+ students in game design**, emphasizing the creation of compelling, player-focused gameplay
- **Guided students in brainstorming and prototyping sessions**, helping students refine gameplay concepts, scope features effectively, and align project goals with the size and capabilities of their teams

TECHNICAL SKILLS

Languages: C++ | Python | Java | SQL | C | GDScript | C#

Engines/Tools: Unreal Engine | Godot | Maya | MotionBuilder | Houdini | Xsens | Adobe Suite | Perforce

Gameplay Systems: Combat & Weapons (First/Third Person) | Enemy/NPC AI | Boss Encounters | Abilities & Progression | Level Layout & Prototyping | Platforming Mechanics | Player Movement