Brandon Long

Location: Aliso Viejo, CA *Phone:* 269-759-8527
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Skills

Languages	Technology	Tools
C++, C#, Lua, Python, HLSL	Unreal Engine 4/5, Cry Engine 3, Direct X, OpenGL, XNA, LÖVE	Visual Studio, Perforce, Jira, Confluence, Swarm, PIX, Photoshop, Git

Professional Experience

Obsidian Entertainment (Irvine, CA) **February 2016 - Present**

- *Principal Programmer* *July 2023 – Present*
  - *Senior Programmer* *July 2017 – July 2023*
  - *Intermediate Programmer* *February 2016 – July 2017*

The Outer Worlds 2 / Action RPG - Windows, Xbox Series
***Engine Programmer* / Unreal 5, C++**

- Responsible for merging engine upgrades and maintaining engine modifications.
- Lead project conversion to World Partition, created a world scripting solution used studio wide, and was a general point of contact for World Partition questions/issues.
- Implemented/supported complicated gameplay systems such as Fog of War, Save Games, a 'Tick Manager' for bundling actor ticks, a 'System Budget Manager' for managing time between engine systems, and more.
- Continually improved tools for performance and memory tracking and profiling.

The Outer Worlds / Action RPG - Windows, Xbox One, PS4
***Gameplay Programmer* / Unreal 4, C++**

- Implemented multiple gameplay systems including projectile based weapons, beam weapons, armor, character appearance and customization, encounters, objective beacons, and more.
- Profiled and optimized performance and memory on all platforms, utilizing both platform specific tools (PIX, Razor) and custom tooling/functionality.
- Implemented various tools for memory and performance tracking, such as extending in-engine memory tracking to help identify memory leaks and an 'autoplayer' for automated stability and performance testing.

Armored Warfare / Multiplayer Vehicular Combat - Windows
***Gameplay Programmer* / CryEngine 3, C++**

- Implemented multiple gameplay features for 'Global Ops' game mode including AI Pillboxes, Surveillance Drones, and Air Raids.
- Implemented daily challenges- including both client side and backend implementation.
- Implemented various audio features such as engine turbo sounds and helped with audio optimization.

Frostburn Studios (Portage, MI) **June 2014 – December 2015**

- *Programmer* *June 2014 – December 2015*

S2 Games (Portage, MI) **October 2012 – June 2014**

- *UI Programmer* *October 2012 – June 2014*

Heroes of Newerth / Multiplayer Online Battle Arena – Windows, Mac, Linux
***UI/C++ Programmer* / Proprietary Engine, C++, Lua, XML**

- Added systems such as rounds, scoring, and timers to allow designers more control over the flow of gameplay.
- Implemented undo/redo functionality in the map editor along with fixing large amounts of bugs.
- Managed and implemented the UI for the 'Plinko' monetization system.
- Implemented multiple UI features for version 3.0, including redesigned Matchmaking and News.

For more info on some of these projects as well as other projects visit: http://www.brandonclong.com/projects/

Education

DeVry University (Phoenix, AZ) **2009-2012**
Bachelor of Science in Game and Simulation Programming (GPA: 4.00)