Brian Milde

Game Software Engineer

San Jose, CA   brian.m@email.com

(555) 876-2345   GitHub | Portfolio

Game software engineer specializing in real-time rendering and AI behavior

Passionate game developer with five years of experience in 3D rendering, physics simulations, and multiplayer networking.

Professional Experience

Game Developer

Pixel Studios | San Francisco, CA   *August 2022 - Present*

- Optimized real-time rendering, improving Frames Per Second (FPS) performance by 35%
- Developed AI-driven non-player character (NPC) behavior, increasing player engagement
- Designed scalable multiplayer networking solutions, reducing latency by 20%

Software Engineer – Game Development

Interactive Entertainment Co. | Los Angeles, CA   *June 2019 - July 2022*

- Built physics-based simulations, enhancing game realism
- Created modular game assets, streamlining development by 20%

Education

Bachelor of Science in Computer Science – Game Development

DigiPen Institute of Technology | May 2019

Key Skills

- **Unity, Unreal Engine, C++, C#**
- **OpenGL, DirectX, Vulkan**
- **AI programming, physics engines, animation systems**
- **Multiplayer networking, game optimization**