

Brady Mauermann-Peterson

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Skills

Technologies Used:

JavaScript (ES5/ES6), TypeScript, HTML5, CSS3, Angular 2/4, Bootstrap, jQuery, MongoDB, Node.js, Handlebars, NPM, Gulp, Bower, Mongoose, Express, REST, EJS, Passport, Chart.js, XML, JSON

Other:

Photoshop, Agile/Scrum, Perforce, GitHub, Heroku, Responsive Development

Experience

Electronic Arts – Game Designer

October 2014 – December 2016

The Simpsons: Tapped Out | Unannounced Project

- Scripting of game updates using both XML and proprietary languages.
- Lead on various designs, including the quest system and character progression.
- Concepting of new updates and features on a rapid schedule, including collaboration with remote teams of artists, engineers, and producers.

Minicore Studios – Game Developer

April 2013 – Oct 2014

The Sun at Night | Murder at Mystery Manor

- Development of game UI using C# in Unity.
- Scripting of level interactions and complex dialogue trees.
- Level design, including playtesting and UX concerns.

Projects

www.brady.digital

My Game News

www.mygames.news

Angular/Angular4, Angular CLI, TypeScript, Steam API, Node.js, MongoDB, SPA

A full-stack, single page application (SPA) that enables users to follow the latest news from Steam on their watch list of games. Uses Angular on the front end and Node.js on the backend. Material design inspired, with fast and fluid animations.

Overwatch Stats

www.ow-stats.com

JavaScript, ES6/ES2015, jQuery, Bootstrap, Handlebars, Overwatch API, OW API, Gulp, JavaScript Module Pattern

A site built to easily compare Overwatch hero statistics. Pulls data from two different APIs, and uses Handlebars templating to generate pages.

GIF Tab

www.brady.digital

JavaScript, GIPHY API, AJAX, ES6/ES2015, JavaScript Module Pattern

A Chrome Extension released on the Chrome Web Store that replaces the new tab interface with a responsive grid of trending GIFs pulled from the GIPHY API.

Education

Austin Community College

Austin, Texas

Associate of Arts and Sciences (AAS), Game Design

2011-2013