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Bloomington, IN 47406 website: brennagandyer.com

**Brennagan Dyer**

**Education** **Indiana University** Bloomington, IN May 2013

 BS, Informatics

 BA, Telecommunications

 Cumulative GPA: 3.25

 *Relevant coursework*: Information Infrastructure; Human Computer Interaction; Interactive Media and Design; Flash Games and Interactive Media; Theory and Practice of Game Design; Bio-Inspired Computing; Design and Development of an Information System; 3D Digital Modeling and Animation; and Autonomous Robotics

**Experience** **Senior Programmer**

 Hoosier Games Bloomington, IN January 2011 – Present

* Collaborate with other teams to accomplish weekly game design goals
* Develop multiple projects on an agile scrum schedule
* Code for multiple game projects
* Released two games to the Xbox Live Indie Arcade: Warp Shooter and Platformer From Hell

**Programmer**

 Independent Bloomington, IN March 2010 to Present

* Program on various small group and independent projects
* Designed and independently developed two applications in C# and .NET
* Created multiple websites (accessible through my online portfolio)

**Cashier**

Wal-Mart Supercenter Seymour, IN September 2007 – August 2008

* Accepted payments from customers and gave change and receipts
* Honed verbal and written communication skills by interacting with customers and management

**Technology Skills** *Programming Languages*: C, C#, Java, JavaScript, LUA, Python, SCHEME, and XHTML

*Software*: Unity, Visual Studio, XNA, Corona SDK, Adobe Photoshop, Flash, Fireworks, and Dreamweaver, Microsoft Word, Excel, Access, PowerPoint, and Outlook

**Leadership Skills** **Monsterfest Programming Lead**

I led a team of five programmers from a game concept to an Android game with multiplayer functionality. Held two meetings each week in which I led group discussion and assigned tasks based on team members’ capabilities and availability. Attended weekly meeting with the design, art, and sound team leads and the project’s visionary. During these meetings I discussed what the programming team had accomplished and which features needed to be implemented.

**Portfolio** Online portfolio available at http:/brennagandyer.com/