BRANDON MARSHALL

Game Programmer | Burlington, ON

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SUMMARY

Game programmer building gameplay systems, AI, and tools in Unreal Engine 5 and Unity using C++ and C#. Graduate of Sheridan College's Game Development Advanced Programming (GDAP) program and Toronto Film School's Video Game Design & Development program. Elected Technical Director on two student studio projects.

SKILLS

Languages: C++, C#, C, JSON, XML, Java
Engines & Frameworks: Unreal Engine 5 (C++ and Blueprints), Unity, SDL
Gameplay & Audio: AI (finite state machines, steering behaviors), FMOD
Tools: Visual Studio, Rider, Git, GitHub, Jira, Trello, Hack n' Plan, Microsoft Project, Linux

PROJECTS

Neon Steel: 2.5D Action Beat 'em Up (Unreal Engine 5, C++, Blueprints)

Toronto Film School (BloodFeather Studio), Remote, 2025 – June 2026

- Elected Technical Director by peers in a 17-person student studio (9 artists, 8 programmers) building a 2.5D action game for public showcases.
- Owned the team's Git source control: repo structure, branching rules, and merge workflow.
- Programmed gameplay systems in C++ and Blueprints: weapons and ammo, omnidirectional mouse and controller aiming, destructible Chaos objects, random pickup drops, and a player shield.
- Built a pipeline that streamlined how artists brought content into the engine.
- Worked with the producer to turn art and design requirements into programming tasks.

The House on the Hill: Fixed-Camera Investigative Horror (Unity, C#)

Sheridan College (Zenko Studios), Oakville, ON, 2023 – 2024

- Elected Technical Director of a 5-person student studio; kept technical work on schedule.
- Programmed interactive puzzle mechanics, buoyancy physics, and the menu and loading flow in C#.
- Built modular systems and custom tools for artists, acting as the link between programming and art.
- Presented the trailer and a live talk on the main gaming stage at the CNE, and ran hands-on play at the CNE Gaming Garage.

WORK EXPERIENCE

Automotive Service Technician Apprentice | Burlington Nissan, Burlington, ON, 2019 – 2022

- Diagnosed interior noise complaints by isolating variables and testing iteratively, much like debugging.
- Recruited for customer service strengths and technical expertise in vehicle interior trim systems.

Automotive Service Technician Apprentice | Terrace Lincoln Ford, Burlington, ON, 2015 – 2019

- Reproduced customer-reported issues, found root causes, and explained fixes to customers.
- Managed on-site storage for 300+ tire assets across government, corporate, and customer inventories.

EDUCATION

Diploma, Video Game Design & Development | Toronto Film School, Toronto, ON, 2025 – June 2026
Distinction, President's Award Nominee, GPA 4.16 / 4.3

Graduate Certificate, GDAP (Advanced Programming) | Sheridan College, Oakville, ON, 2023 – 2024

Diploma, Computer Programming | Sheridan College, Oakville, ON, 2020 – 2022

Automotive Service Technician Apprentice (310S), Levels 1 to 4 | Mohawk College, Hamilton, ON, 2015 – 2019