

Brian Maynard

4602 Norwich Ave, Sherman Oaks, CA 91403

(814) 883 3522 theulf@gmail.com

<http://www.theartoftheulf.com>

SKILLS

- Fluent in several programming languages including C# and Java
- Experienced with rapid prototyping and iterative design and development processes
- Experienced with Unity Technologies Unity, MonoDevelop; Blender; Adobe Photoshop, Illustrator, Premiere; Autodesk 3D Studio Max, Maya; Eclipse; Oracle NetBeans; Microsoft Visual Studio, Office Suite; HTML, CSS, and PHP

EXPERIENCE

Content Specialist Instructor, The Help Group

January 2017 – June 2019

- Worked with students with Autism Spectrum Disorder, ADHD, and other social and learning differences
- Led multiple after-school programs in game design and development, guiding students to build their own games in Flowlab.io and Unity
- Taught high school courses in Computer-Aided-Design and 3D modeling and animation, culminating in students with no prior experience producing 30-second character animations in Blender 3D
- Taught middle and high school courses in introductory computing skills, game design, and programming, culminating in students completing personalized versions of a simple Asteroids game in Java
- Designed rubrics for and piloted project-based-learning assignments following Next Generation Science Standards and gathered student evaluation data for an ongoing Keck Foundation research grant into learning strategies and teaching techniques in STEM

Programmer, Fiddle-Earth Media

May 2016 – November 2016

- Designed and prototyped in C# dynamic planet models for an ecological simulation Unity game
- Worked directly with lead designers and project director to establish design documents and refine and clarify the game's scope and determine feasible targets for proof-of-concept demos for the project's planned Kickstarter campaign
- Worked remotely with a diverse independent studio team from across the globe and participated in weekly progress and development meetings

Team Member (Sales floor, Electronics), Target

October 2014 – October 2015

- Worked in the team-driven sales floor environment of Target to assist guests, maintain store organization and stock, and handle unique assignments to meet the day-to-day challenges of retail

Teaching Assistant, Penn State Game Art course

January 2011 – May 2012

- Contributed to the course syllabus design during its revision for the spring of 2012, re-focusing the course curriculum on giving students the skills to build their own games and asking them to examine the design of existing games and media
- Assisted in course instruction through leading lectures and in-class exercises, acting as primary programming teacher
- Debugged and troubleshooted students' Unity games on the fly

EDUCATION

Bachelor of Design, Pennsylvania State University

Summer 2014

GPA 3.74

Major, Interdisciplinary Digital Studio

- Design degree with an emphasis on team-based project work and media analysis on top of a firm foundation in art history and traditional art fundamentals such as figure drawing
- Centered around a thesis-track core of courses in new media and digital art and animation

Minor, Information Science and Technology

- Practical instruction and hands-on experience in object-oriented programming, networking technology, database structure and management, and business organization and operation