

BRENDAN TIGHE

Game Designer & Producer

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EDUCATION

Bachelor of Arts: Interactive Media and Game Design

AUG 2019-MAY 2023

THE UNIVERSITY OF SOUTHERN CALIFORNIA | School of Cinematic Arts

- **Relevant Course Work:** Business & Management of Games; Character Development & Storytelling for Games; Advanced Game Project; Usability Testing for Games; Organizational Leadership
- **Honors:** Stephen & Alexandra Cohen Academic Scholarship Recipient | Dean's List
- GPA: 3.00

SKILLS & CERTIFICATIONS

- **Software:** Unity Certified Programmer (C#) | Unreal 4 & 5 | Perforce | Adobe PS Certified | Maya | Microsoft & Google Suite | Jira
- **Creative:** Level Design (2D & 3D) | Storytelling; User Experience Design | Creative Direction | Design Documentation & Presentation | Agile Development | Graphic design | Product management
- **Interpersonal:** Team Leadership & Management | Project Planning & Monitoring | Professional Communication | Team motivation | Conflict resolution | Team formation

PROFESSIONAL EXPERIENCE

Game Design Intern: Exploration and Ambient Content

JUN 2022-DEC 2022

ROCKSTAR GAMES | San Diego

- Created 20 feasible and original content ideas and design documentation based on existing design documents and in-game content, and presented to department heads for feedback
- Developed 13 pieces of single player content in proprietary engine tools alongside a team of 20 employees; recognized by management for creatively benefitting these existing ideas and was offered a work extension to a part-time fall position
- Prototyped and iterated on existing content while learning how to produce large scale content and work on a AAA team

ACADEMIC PROJECTS

Lead Producer

AUG 2022-MAY 2023

EYE 4 EYE | USC Games Advanced Games Project in Unity

- Led production of a 42-member project while simulating a real game development studio
- Served as a liaison between 10 team leads to minimize blockers and promote efficient production
- Established core project functions: Created project timeline and assured it was being met | constructed version control and management pipelines in accordance to agile development practices | managed a total of 16 sprints

Creative Director, Designer, & Engineer

FEB 2021-APR 2022

KARISVALE | Solo-developed game made with Unity | [Steam Store Page](#)

- Drove to complete a year-long project to improve core skills
- Handled all major roles in development from concept to execution: Wrote 9 unique characters | wrote a 3-act narrative | plotted the UI | conducted UX playtests | designed & programmed gameplay | designed levels (2D & 3D) | marketed on social media & Steam | produced 5 original sound tracks | constructed world, environment & lighting (2D & 3D) | drew 2D art asset | programmed game systems
- Invited to [guest speak](#) on up-and-coming indie games podcast, The Indie Backlog Club, about Karisvale