



GARRET BRIGHT

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Skills

General Development

- MVC / MV* Patterns
- Clean Code
- Code Review Process
- Git
- Modern IDEs
- Agile Development
- Version Control
- Read by Refactoring
- Object Oriented Programming
- Test Driven Development

Web Development

- Javascript
- NodeJS
- BackboneJS
- AngularJS
- VueJS
- Flux / Vuex
- RequireJS
- Single Page Apps
- QUnit
- Sinon
- Handlebars
- HTML5
- CSS3
- LESS / SASS
- Responsive Design
- PHP5
- FreeMarker Template Language
- XML
- MySQL
- Java
- JQuery

Game Development

- Unity 3D, C#
- Unreal Engine
- Rapid Prototype Development
- Level Editors
- Level Scripting
- Game Design Theory
- 2D Level Design
- 3D Level Design
- Mobile Development

Other Skills

- 3D Studio Max
- Adobe Illustrator
- Adobe Photoshop
- Perforce v4
- Trello
- Thoughtworks Mingle
- Microsoft Word
- Microsoft Excel

Education

ITT Technical Institute

Fall 2004 – Fall 2008

Bachelors in Video Game Design

Associates in Multimedia Art

**Copper Mountain
College**

Fall 1997 – Fall 2000

Associates in Computer Science

Work History

Expedia *June 2014 – September 2016*

Software Development Engineer

I developed, maintained, and expanded features on the Flight Search Results page. Work that I've done included modifying existing code for A/B Testing features and functionality, developing front-end platforms and infrastructure, migrating old code to new platforms, developing new features and modules, performing code reviews, and onboarding new developers.

Develteam *Aug 2012 – Present*

Software Engineer, Admin, Design

I am the sole developer, administrator, and designer of Develteam, a large-scale Social Network for Indie Game Developers. I communicate with users to determine the features they would like to see and study analytics to determine features to develop further or to remove.

Wizards of the Coast *May 2008 – July 2012*

Web Content Producer

I Published web content for the DailyMTG web magazine and promotional content for other areas of the Wizards of the Coast website using Javascript, CSS, and HTML. Writers and Editors would create content for the webzine and I would convert it into markup and push it to the site.

Nintendo of America *July 2008 – February 2010*

Game Product Tester

I tested first and third party Nintendo games for hard locks, soft locks, graphic corruption, faulty AI, unintended shortcuts, and other gameplay issues. I reported bugs to the development team and verified bug fixes with new builds.

V-Design / Nintendo Power *July 2005 – July 2007*

Master Gamer

I Played through and mastered first and third party Nintendo games for use in Nintendo Power Official Strategy Guides. I found the secrets and strategies to give players the edge they needed, as well as took screenshots to accompany copy.