

# Isiah Brighton

## Game Developer

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## Skills

- General programming, tools programming, AI, UI/UX design/programming
- Game design, systems design, level design
- Project management, team management

## Programming Languages

- C++
- C#
- GML
- Javascript

## Game Engine Experience

- Game Maker
- Unreal Engine
- Unity
- RPG Maker

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## Professional Experience:

### January 2018-Present

#### **Designer/Programmer/Co-founder**, Blastocyte Labs

Founded a company to publish games made during college, continued developing projects under this company after graduation.

### February 2019-December 2019

#### **Level Designer/Programmer**, MythAtelier

Contract work under lead designer's direction to build levels that meet their specifications and program level-specific mechanics.

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## Game Projects

### January 2019-Present

#### **"Eternal Passage"**

Working in Game Maker as gameplay designer, level designer and programmer on a roguelike platformer.

### May 2019

#### **"Sineful"**

Self-directed professional project. Designed unconventional arcade game, programmed light rhythm mechanics, wrote music. This project had a heavy emphasis on accessibility.

### August 2018

#### **"Ponda Vs the Color Queen"**

Project managed, programmed, and wrote music. Worked with less experienced people, encouraged them to do most of the design, and helped them develop their skills

### January-August 2018

#### **"Everbond"**

Designed, level designed, programmed, wrote a custom level editor with specialized tools within Game Maker.

### Oct 2017-April 2018

#### **"It Came from the Closet"**

Designed, wrote narrative and dialog, programmed and wrote AI behaviors for "search and chase" enemies, originally within 72 hours and later expanded into a full commercial game.

### January 2017

#### **"Nothing Goes Wrong in Space"**

Co-designed, programmed, and wrote music within a 72-hour period. Worked to make a finished game with complete strangers. Later published to Android devices.

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## Education

Webster University

*Bachelor of Arts, Major in Game Design, Minor in Computer Science*

GPA: 3.66

St. Louis, MO

2015-2019