

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#
- GML
- Javascript

Game Engine Experience

- Unity
- Game Maker
- RPG Maker

Professional Experience:

April 2020-Present

Lead Programmer, contract work with David Jones

Contracted to program a digital edition of the board game Scruffy's Treasure Hunt to release on PC and mobile devices. In charge of another programmer and communicating with 2 artists.

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.

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.

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.

Education and Training

Webster University

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

Graduated with Honors

St. Louis, MO

2015-2019

Unity Technologies

Unity Certified User: Programmer

2020