

Attila “Gabriel” Branyiczky

[@AttilaGabriel](#) [@BluishGreenPro](#)

EXPERIENCED GAME DESIGNER

Portfolio: <http://www.bluishgreenproductions.com/>

Demo Reel: <https://youtu.be/WJvDy9S9g4c>

SUMMARY OF QUALIFICATIONS:

- Technical Skills
 - Proficient in Game Design, Level Design, UI / UX Design
 - Adept at 2D Animation, Digital Graphic Design, Game QA, Video Editing
 - Experience with: C#, C++
- Software Skills
 - Proficient in Unity (2D), and GameMaker Studio: Programming and Level Design IDE
 - Adept with *Microsoft*: Excel, Word, PowerPoint, Visual Studio, *Google*: Docs, Sheets, Draw.io, *Adobe*: Photoshop & Flash, AutoHotKey
 - Experience with Camtasia Video Editing software
- Personal Skills
 - Highly **self-directed** individual with excellent time management skills developed through myriad of self-published games
 - Ability to meet **tight deadlines** and effectively **prioritize tasks** refined as CAD & Small Format Printer for Boom Imaging
 - Proficient in **interdisciplinary collaboration** established during Game Designer role at Bellwood Studios and as team leader role in University game development project
 - Proficient in **communication** and teaching established as creator of St. Mikes GameMaker club and self-employment as programming tutor

PUBLISHED GAMES:

1. **July 12, 2020:** “[Stroke](#)” (PC) Interactive Fiction [*Game Jam*]
2. **August 4, 2019:** “[There’s only one Earth](#)” (PC) 4 Player Arcade battle [*Game Jam*]
3. **May 6, 2018:** “[Droption](#)” (PC, HTML5) Arcade Puzzle Game [*Game Jam*]
4. **Jan. 30, 2018:** “[Orbit: Satellite Defense](#)” (PC)
 - Real Time Strategy / Tower Defense, self-published onto **Steam**
5. **May 7, 2017:** “[There’s a Zombie in my Closet!](#)” (PC) Top-Down Zombie Survival [*Game Jam*]
6. **May 9, 2016:** “[HeliChopper](#)” (HTML5, PC) Arcade [*Game Jam*]
7. **March 7, 2016:** “[Robo’s World: The Zarnok Fortress](#)” (Windows, Mac, Linux)
 - Action-platformer, released on **Steam** in collaboration with Throw Away Games
8. **April 27, 2014:** “[Gentlemen Drop Dead](#)” (HTML5) 2 Player Competitive Bullet Hell [*Game Jam*]
9. **April 3, 2014:** “[Pixel Puzzle: Tile Tap](#)” (iOS, Android, PC) Casual Mobile Puzzle Game
10. **Mar 3, 2014:** “[Cliff](#)” (iOS, Android, PC) Minimalist mobile game
11. **Dec. 8, 2013:** “[Mars Lander Builder Free](#)” (iPad, PC) Arcade game / Level Editing Tool
12. **Oct. 27, 2014:** “[When We Were Young](#)” (HTML5) Hand-drawn pixel-art platformer [*Game Jam*]
13. **Nov. 13, 2013:** “[TD Forever](#)” (iOS, Android, HTML5) Perpetual Tower Defense Game
14. **June 20, 2013:** “[BGP Orbit](#)” (iOS, Android, Mac, PC)
15. **Nov. 12, 2012:** “[Robo’s World: The Blulite Rocks](#)” (Mac, PC) Platformer

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EMPLOYMENT EXPERIENCE:

Game Designer / UI Developer- Bellwood Studios, Toronto, ON [2018 – Present]

- Developed internal Game Design Documents and wrote Pitch presentation materials
- Implemented functional interface in Unity based off Adobe XD mock-up
- Created wireframes, flow diagrams, and spreadsheets to assist in game design & balance

Self-Employed Toronto, ON [2014 – Present]

- Udemy Course Instructor: “*Programming with P*”
 - <https://www.udemy.com/programmingwithpi/learn/v4/overview>
 - Teaches fundamentals of C# programming in Unity
- Programming tutoring to children of 5 long-term clients

CAD & Small Format Printing – Boom Imaging, Toronto, ON [2018 – 2019]

- Designed simple and intuitive file submission website for frequent high-profile client.
- Developed software solutions to expedite print procedures and improved workplace organization.

Senior Director – AfterFour, Toronto, ON [2013 – 2017]

- Managed staff, led camp activities and instructed children ages 6-13 in the use of game making software (GameMaker), animation, and Lego robotics.
- Created GameMaker tutorials for children and programming libraries used by campers and staff on a weekly basis to simplify the most common features children wanted to add to their games.

Assistant Director – Children’s Technology Workshop, Toronto, ON [2006 – 2013]

- Started in summer of 2006 as a Councillor in Training, worked as a Councillor between 2007-2011, then as an Assistant Director 2012 / 2013. Supervised and instructed children ages 6-13 in the use of game making software (GameMaker), animation, and Lego robotics.

ACCOMPLISHMENTS:

- **Aug. 9, 2014:** Successfully raised \$10,300 on Kickstarter for the development of “Robo’s World: The Zarnok Fortress” <http://kck.st/1oiTKMG>
- **April 20, 2014:** Completed “Gentlemen Drop Dead” within 3 days allotted time frame with no prior experience at Game Jams <http://bluishgreenpro.itch.io/gentlemen-drop-dead>
- **June 20, 2004:** Completed first tutorial-based game at age 10

EDUCATION AND ACADEMIC AWARDS:

- **University of Ontario, Institute of Technology:** 2012-2013
 - **Dean’s Honour Roll:** Fall 2012 semester
- **Sheridan College:** Art Fundamentals: Principles of Graphic Design and Illustration 2011-2012
- **High School Diploma:** St. Michael’s College School: Graduate, Class of 2011.
 - **St. Thomas More Society Award:** Academic average of over 80% in Grades 9-12.
 - **Basilian Book Award:** Academic average of over 90% in Grades 11-12.
 - **Excellence in Visual Arts Award:** Top of the class for the Academic year of 2010-2011.