

Bret Bauslaugh – Game Designer and Video editor

Coquitlam, BC
(778) - 302 - 7380
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Portfolio - bretbauslaugh.com

Skills

- Programming (C++, Java, Python, C#)
- Game Design
- Website Design (HTML, Wordpress)
- Photo and Video Editing (Photoshop)
- Logic and Problem Solving
- Quick Learner
- Independent worker
- Organization and Scheduling

Project Work Experience

JANUARY 2021 - FEBRUARY 2021

Exit Burnaby Ad – *Advertising Design and Video Editor*

- Health and safety video animated in Adobe After Effects
- All images and animation done by self
- Worked under a deadline to finish

JULY 2020 - SEPTEMBER 2020

Truck Photo Touch up – *Image and Photo Editor*

- Professional photo touch ups of trucks
- Varying different fixes by request
- Short timelines finished day of

DECEMBER 2017

Sword of Flame – *Programming and Game Designer*

- Tactical Role Playing game made in class
- Designed from scratch using Processing and Java with no premade engine or assets
- Well beyond the assignment requirements

Other Work Experience

JANUARY 2022 - APRIL 2022

Downtown Surrey BIA – *Website/Graphic Design Intern*

- Designed in store and take out menus for local restaurants
- Designed professional websites from scratch
- Scheduled all the team's meetings on Zoom

OCTOBER 2020 - AUGUST 2021

Exit Burnaby – *Game Master*

- Instructed customers on rules and safety
- Independently working most days
- Innovating new puzzles and hints for rooms

FEBRUARY 2019 - MAY 2019

Nedieon – *Software Engineer in training*

- Programmed robotics phone controller
- Website and app design
- Worked with mechanical parts for prototypes

Education

SEPTEMBER 2017 - AUGUST 2024

Simon Fraser University – *Interactive Arts and Technology: Bachelor's of Science*

- Taking courses towards an Interactive Arts and Technology degree, focusing on graphic design, game design, and interface design, as well as video and image editing