

# Brayden Riddell

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## Education

### Champlain College

Bachelor of Science, Game Design

Burlington, VT

## Technical Skills

- Game Design & Development
- AGILE / SCRUM
- Design Documentation & Diagrams
- Programming Documentation & Diagrams
- Unity Engine, Unreal Engine
- C#, javascript, C++, Blueprint, Visual scripting
- Maya 3D
- Adobe Software Suite
- Microsoft Software Suite
- Google Software Suite
- Atlassian Software Suite
- Project management with Jira, Confluence and Crucible
- Version control with Git, Github, and Subversion (SVN)
- Code review with Crucible, Fisheye, Bitbucket, and GitHub

## Projects

### “ClubMinePenguin” *Minecraft Online Multiplayer Server*

April 2016 - Present

- Manages and works with a small interdisciplinary team developing a faithful fan recreation of Club Penguin in Minecraft
- Documents, designs, programs, and 3D models for various gameplay systems, UX features, minigames, backend server operations, internal moderation tools, and internal staff tools
- Event plans big to small live service community events designed to last 2 weeks - 2 months long
- Translates 2D images into 3D gameplay areas through level design, environment artist, and architectural methodologies
- Educates player base and upholds internet safety protocols and etiquette through live chat/social moderation and PSAs
- Conducts open and closed QA testing sessions for upcoming features to identify, track, and fix bugs

### “shutterbuds” *Unreal Engine 5 Video Game*

August 2024 - May 2025

- Bridged both game design and programming teams together as Technical and UX Game Designer
- Designed, documented, prototyped, and implemented core gameplay systems utilizing SCRUM and AGILE methodologies
- Led team meetings, logged meeting notes, managed task backlog, and mentored the design team as Lead Designer
- Onboarded 7 new developers onto our previously 10 person team and created in-depth team and discipline specific documentation to ensure a smooth transition
- Assisted in SteamWorks integration and pushed updated game builds to the games’ Steam page via SteamPipe

## Work Experience

### Emergent Media Center

Burlington, VT

*Technical Game Designer*

May 2025 - July 2025

- Developed a prototyped cybersecurity educational campaign for Endless Studio stakeholders with an interdisciplinary team with AGILE/SCRUM methodologies
- Scripted core gameplay systems and user interactions using C# for Unity 3D
- Rapidly iterated on differentiating prototypes facilitating different cybersecurity concepts and practices with mentorship from cybersecurity engineers and analysts
- Created technical, design, and onboarding documentation using Confluence
- Created task backlogs, sprint goals, user stories, conditions of satisfactions, and tasks as well as executing proficient KANBAN task management using Jira

### McParks

Remote (USA)

*Parks Experience Developer (Minecraft)*

October 2020 - Present

- Collaborates with an interdisciplinary international team of 200+ developers
- 3D Models and textures 1:1 props, clothing items, vehicles, and food items from theme parks such as Walt Disney World, Disneyland Resort, and Universal Studios Orlando to bring recognizable aspects of the parks to life, all while fitting in the Minecraft style
- Enhances guest experience and interactions through content updates and live community events
- Upholds strict but communicative internet safety protocols through moderating chat and in-game social interactions for 450,000+ unique players to ensure a family friendly multiplayer gameplay experience

### Campbell Hall

Studio City, CA

*Summer Camp Counselor*

June 2019 - July 2023

- Instructed and mentored kids aged 4-12 years old through various creative and technical camps such as Digital Storytelling, 2D Animation, Engineering/STEAM, Robotics, Drone Flight, Stop-Motion, Creative Arts, and Photoshop
- Reinforced Diversity, Equity, and Inclusion practices in camp activities and social interactions
- Supervised and conducted both planned and improvised activities for 15-60 kids at drop-off, lunch break, and pick-up to promote morale and engagement