

Brayden Riddell

Minecraft Developer

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EXPERIENCE

MC Gameshow Network — Developer, Artist, Administrator

NOVEMBER 2023 - PRESENT

- Programs and configures immersive mini games, player systems, server operations, UX features, and staff tools
- Designs assets such as 3D models, textures, renders, and UI
- Writes and upkeeps game design, programming, and administrative documentation for all team members

McParks — Parks Experience

OCTOBER 2020 - PRESENT

- Collaborates with an interdisciplinary international team of 200+ developers
- 3D Modeling 1:1 props, clothing items, vehicles, and food items to bring recognizable aspects of the park to life, all while fitting in the Minecraft style
- Enhances user experience and interactions through content updates and chat/social moderation for 450,000+ unique players

ClubMinePenguin — Developer, Artist, Builder, CEO/CFO

APRIL 2016 - PRESENT

- Facilitates and executes live service implementation, programming/scripting, 3D modeling, graphic design, game design, level design, and event planning
- Manages, onboards, and trains an international multidisciplinary staff team
- Educates player base and upholds internet safety protocols

McMagic/Palace Network — Developer, Builder, Administrator

NOVEMBER 2016 - APRIL 2019

- Configured and set up external tools and plugins
- Developed immersive firework and theatre shows through a custom scripting language
- Contributed towards building a 1:1 recreation of Walt Disney World including landmarks, rides, restaurants, show buildings, etc.
- Administrated the Creative and custom Seasonal Park servers

EDUCATION

Champlain College, Burlington (VT) — B.S. in Game Design

HARD SKILLS

- Systems, UX, & Technical Game Design
- Skript
- Datapacks
- Blockbench, Cubik Studio
- Plugin Configuration
- Paper, Velocity, Bungee
- Sys Admin
- Documentation (VDDs, VDGs, Flowcharts, Marketing Plan, Systems Lists, etc.)
- Adobe Software Suite
- Google Software Suite
- Microsoft Software Suite
- Jira, Confluence, Trello, GitHub Projects, Notion
- Git, Subversion, SFTP
- SCRUM / AGILE, Waterfall

SOFT SKILLS

- Communication
- Adaptability
- Conflict Resolution
- Active Listening
- Interpersonality
- Organization
- Administrative Leadership
- Environmental Awareness
- Diversity & Inclusion

LANGUAGES

- English
- American Sign Language