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| BRAD MONAHAN | | |
| (608) 669-7845 | 8 North St.  Deerfield, WI 53531 | brad@nervenet.net  www.nervenet.net |

Passionate, self-motived, and well-rounded game developer with over 20 years of experience looking to contribute to a team as a game engineer/artist to create unique, playful, and fun experiences for people to enjoy.

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| **PROJECTS & EXPERIENCE** |

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| [**UE4 Marketplace: DevTools Plugin**](http://www.nervenet.net/ue4-plugins/devtools) (C++, UE4) |
| * Collection of 15+ editor tools and features to aid and enhance everyday project development * Project, level, and blueprint note systems for managing individual and team tasks |

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| [**Scourge**](http://scourge.nervenet.net) - 3D cooperative sports combat game loosely based on the game *UniBall* (Designer, Artist, C++, UE4) |
| * Designed, modeled, textured, and animated all assets * Complete user interface, game save system, and user profile support |

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| [**Sports And Games Network**](http://www.nervenet.net/projects/lobby)- Lobby Server/Client (Designer, C++/C#) |
| * Chat lobby software using MsSQL backend to connect community members and host/launch emulator games * Built in administration commands, clan channels, member management, and custom chat text syntax formatting * Integrated NES, SNES, Genesis, N64 PC emulators to launch single/multi-player games from the chat client |

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| [**Innerfearum**](http://fear.nervenet.net)- 3D RTS game with macro universe grid system and *Starcraft*-like battle mode (Designer, Artist, C++, UE4) |
| * Custom fog of war plugin implementation using internal texture based vision system with post process fog effect |

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| [**UniMap**](http://www.nervenet.net/projects/unimap) - Official *UniBall* map editor (Designer, C++, GDI) |
| * 2D MDI application using indexed bitmap tile-sets with “smart” wall drawing, simultaneous map editing, copy/paste |

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| [**ScourgeBall**](http://www.nervenet.net/projects/scourgeball) - Remake of the 2D game *UniBall* (C++, DirectX) |
| * Online hockey with spaceships using customizable physics settings |

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| [**Brutallion**](http://brutal.nervenet.net) - Animated UI design and local cooperative tank battle game (Designer, Artist, C++, UE4) |

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| [**UE4 Plugins**](http://www.nervenet.net/ue4-plugins)- various gameplay systems and components (C++) |
| * [Build System](http://www.nervenet.net/ue4-plugins/build-system): *Kerbal Space Program* inspired vehicle build system using socketed parts * [User Profiles](http://www.nervenet.net/ue4-plugins/settings): Profile save system with game, graphic, input, audio, and network settings * [Pawn Cameras](http://www.nervenet.net/ue4-plugins/pawn-cameras): Quickly create multiple smooth transitioning camera view setups for a single user controlled pawn * [User Interface](http://www.nervenet.net/ue4-plugins/user-interface): Custom style-able widgets, complete windowing system, radial menu, virtual keyboard * [Multi Effect](http://www.nervenet.net/ue4-plugins/multieffect): An asset that contains particle systems, sounds, decals, and force feedbacks and behaves as one effect |

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| [**Misc. Projects**](http://www.nervenet.net/projects/#active-projects) - Various other projects |
| * [FX News Alert](http://www.nervenet.net/projects/fx-news-alert): Forex market sound/text/e-mail alerts with RSS and Twitter news feeds with custom controls (C#) * [Scourge Players Association](http://spa.nervenet.net): PHP web-based automated solo/team ladders and tournament system (PHP) * [Personal Manager](http://www.nervenet.net/projects/personal-manager): SQL and XML based personal task, bill, expense, password, book and note management (C#) * [MyLyrics](http://www.nervenet.net/projects/mylyrics): Song/poem management using files or XML to save data (C#) * [Jumper](http://www.nervenet.net/projects/jumper): Directory and application shortcuts using system hotkeys (C#) |
| **EDUCATION** |

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| **3D Art and Animation** (3.75+ GPA)  September 2013 – May 2015 | **Madison Media Institute**  Madison, WI |
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| **Computer Information Systems**  2002 – 2003 | **Herzing University**  Madison, WI |

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| **QUALIFICATIONS & SKILLS** |

* Wrote various Maya scripts to speed up rigging and animation tasks
* Captured and cleaned animation data using motion capture technology
* Experimentation with neural networks using deep reinforcement learning and genetic algorithms
* Proficient with C++, C#, VB, .NET, PHP, JavaScript, SQL, HTML, CSS, SCSS, ASP, LUA, MEL, LINQ
* Extensive experience with UE4, Adobe Suite, Maya, 3DSMax, ZBrush, Visual Studio, SQL Server, PhpStorm