

BRAD MONAHAN

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Passionate, self-motivated, 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.

PROJECTS & EXPERIENCE

[UE4 Marketplace: DevTools Plugin](#) (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

[Scourge](#) - 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

[Sports And Games Network](#) - Lobby Server/Client (Designer, C++/C#)

- ✓ Chat lobby software using MySQL 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

[Innerfearum](#) - 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

[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

[ScourgeBall](#) - Remake of the 2D game *UniBall* (C++, DirectX)

- ✓ Online hockey with spaceships using customizable physics settings

[Brutallion](#) - Animated UI design and local cooperative tank battle game (Designer, Artist, C++, UE4)

[UE4 Plugins](#) - various gameplay systems and components (C++)

- ✓ [Build System](#): *Kerbal Space Program* inspired vehicle build system using socketed parts
- ✓ [User Profiles](#): Profile save system with game, graphic, input, audio, and network settings
- ✓ [Pawn Cameras](#): Quickly create multiple smooth transitioning camera view setups for a single user controlled pawn
- ✓ [User Interface](#): Custom style-able widgets, complete windowing system, radial menu, virtual keyboard
- ✓ [Multi Effect](#): An asset that contains particle systems, sounds, decals, and force feedbacks and behaves as one effect

[Misc. Projects](#) - Various other projects

- ✓ [FX News Alert](#): Forex market sound/text/e-mail alerts with RSS and Twitter news feeds with custom controls (C#)
- ✓ [Scourge Players Association](#): PHP web-based automated solo/team ladders and tournament system (PHP)
- ✓ [Personal Manager](#): SQL and XML based personal task, bill, expense, password, book and note management (C#)
- ✓ [MyLyrics](#): Song/poem management using files or XML to save data (C#)
- ✓ [Jumper](#): Directory and application shortcuts using system hotkeys (C#)

EDUCATION

3D Art and Animation (3.75+ GPA)
September 2013 – May 2015

Madison Media Institute
Madison, WI

Computer Information Systems
2002 – 2003

Herzing University
Madison, WI

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