Brad Kraemer Jr.

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EXECUTIVE EXPERIENCE SUMMARY

Professional experience of 5+ years as a software engineer and 2+ years as a freelance game developer.

WORK EXPERIENCE

Coffee Phantom Games

Freelance / Designer / Gameplay Developer

- Game Developer and Designer on live service multiplayer title for Steam \ Epic \ Xbox release.
- Published 6 games on itch.io. •
- Worked closely and communicated with multiple team-members all fulfilling different roles. •
- Analyzed game market-places to make profit-based decisions using genre audience data, game • saturation, and genre development costs.
- Designed games with player feedback in-mind to increase engagement and build online communities. •

Performance Software Co.

Project Engineer / Software Engineer

- Created multiple applications using strong C++, math, and communication skills for managing and interacting with other applications including optimizing a large codebase and developing interacting systems.
- Coordinated release builds, jira tickets, development workflows, and lead development of safety • critical mechanics.
- Created and maintained multiple SQL databases to be used by multiple applications for on-board aircraft.
- Received multiple awards for: managing difficult clients, excellent system communication, hosting • events, and the Performance Software Big Splash award for 2023.

EDUCATION

University of Louisiana at Lafayette

Bachelor of Science in Computer Science with concentration in Game Design

SKILLS, LANGUAGES, AND TECHNOLOGIES

Skills:

Problem Solving, Data Structures, Algorithms, Math, Self-Motivated, Performance Analysis, Optimize Systems, Maintain Existing Systems, Diagnose Failures, Communication, Adaptable

Languages:

C++, C#, C, Java, Python, Ruby, HTML, SQL, Javascript, PHP

Technology:

Github, Word, Powerpoint, Excel, Unity, Godot, Unreal, Docker, Aseprite, .NET API, WPF, SQLITE, SQL

June 2022 – Present Remote

July 2019 – Present Metairie, LA

May 2019 Lafayette, LA