



# Brian K. Applegate

[hello@briankapplegate.com](mailto:hello@briankapplegate.com)

Skype: [briankapplegate](#)

[briankapplegate.com](http://briankapplegate.com)

## EDUCATION

**Southern Methodist University, Plano, TX** December 2016

Master of Interactive Technology, Specialization: Production, Minor: Level Design

**Oklahoma State University, Stillwater, OK** December 2014

Bachelor of Science, Major: Computer Science

## SKILLS

### Project Management:

- Action plan / Milestone plan
- Scrum Master
- Sprint Backlog
- Development pipelines
- Cross departmental scheduling
- Dependency identification
- Asset Development Plan
- Retrospectives / Postmortems
- Risk Assessment
- Sprint Review
- Build Notes
- Statement of Work
- Confluence Wiki, JIRA, Trello, AirTable, Slack, Issue Manager
- Source Control: Perforce, Tortoise SVN, GitHub, SourceTree

### Game Development:

- Unreal Engine 4 (UE4)
- Unity 5
- Creation Kit (*Skyrim*)
- Game Design Document
- Technical Design Document
- *Unreal Tournament 4*
- 3DS Max
- Adobe Photoshop
- Adobe Premiere
- Audacity
- Usability testing and reports
- Tools Programmer

### Programming/Scripting:

- C#, C/C++, Java
- Unreal Blueprint, Papyrus
- JavaScript, PHP, HTML, CSS, SQL
- Visual Studio, Notepad++, Sublime, Unity MonoScript

### General:

- MS Suite, MS Access, MS VBA
- Issue Manager
- Survey Monkey
- Google Forms
- Skype, Zoom
- WordPress

## GAME EXPERIENCE

***Codex: Lost Words of Atlantis, 11 Developers, Phaser.io(Shipped)*** 18 weeks, 2016

### Producer

- Coordinated with Product Owners to prioritize and schedule features
- Evaluated tester feedback to iterate features and improve future testing
- Facilitated team communication through Slack for solving blockers and solidity
- Prepared all team meetings and milestone planning using Skype and Trello
- Setup and maintained bug tracking pipelines and bug reports

***The ALEX Protocol, 17 Developers, Unreal Engine 4*** 24 weeks, 2016

### Level Design/Software Producer

- Scheduled and prioritized tasks for level design and software departments
- Created bug reporting procedures, prioritized bugs, and updated status
- Supported in systems design through collaboration with the Game Designer and SD Lead to create tasks and establish vision with designers and programmers
- Coordinated the level design team to work together and contribute proficiently by setting clear goals, managing expectations, and organizing tasks

***Tokyo Tempest, 5 Developers, Unity 5.2*** 8 weeks, 2015

### Senior Producer

- Mentored team on agile development practices and process
- Assisted in problem solving game design elements for endless bullet-hell shooter
- Mitigated major risks by helping to prioritize features and foreseeing complications
- Coordinated and organized off-campus playtest session for *Tokyo Tempest*, as well as 8 other games; created survey using Survey Monkey and synthesized results
- Resolved Perforce issues for 9 development teams composed of 4/5 developers

***Pandamonium, 8 Developers, Unreal Engine 4*** 16 weeks, 2015

### Producer, Scrum Master

- Created and maintained Confluence Wiki for planning documents using Excel VBA
- Planned, coordinated, and prioritized tasks with cross-discipline development team
- Setup play-test sessions, both internally and externally
- Generated level building tools in UE4 blueprint for level designers to build levels
- Assisted all departments when needed; created all particle effects in UE4 particle editor, helped script menu system, HUD features and gameplay in UE4 blueprint
- Communicated details and dependencies of development for departments

## SIGNIFICANT ACCOMPLISHMENTS

### XPRIZE

- Submitted *Codex: Lost Words of Atlantis* to XPRIZE – Barbara Bush Foundation Adult Literacy and have currently reached top 8 (still active) with over 100 teams entered.

### Standout Developer

- Nominated Cohort 24 Special Honors by faculty for exceptional production work