

# Brian Mumm

Austin, TX

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## WORK EXPERIENCE

### Rooster Teeth - Lead Software Engineer

Sept 16 – March 20

Spearheaded design and development on proprietary source control software and integrated it into all the studio's 3<sup>rd</sup> party tools.

Moved the team to agile practices, unit testing, code reviews, code branching, staging, and deployment practices.

Lead code design, architecture, and optimization

Assisted production on giving technical guidance to avoid pitfalls and problem solve issues.

Built a multiple DCC package pipeline across Maya, Houdini, and Max

Identify inefficiency in production and prioritized engineering tasks based off ROI.

### Freelance Web Development

Apr 16 – Sept 16

**LeaguedIn.com** - Ruby on rails with React, Bootstrap, AWS.

Sole developer doing full stack development.

**ignitebootcamp.com** – Wordpress website sole developer/artist

### Berserk Games– Senior Programmer/Tech. Artist

Oct 15-Apr 16

General programming, art, and ux/ui work.

### BOXI Interactive– Senior Programmer/Tech. Artist

Oct 14-Sept 15

General programming, managing art outsourcers, and ux/ui work.

### Steadfast Games – Founder

April 13-Apr 16

**Safari Rush Series and Never Ending Tower**

Sole developer did art programming, and design

**Mini Maestro**

Art, programming, and design

### Stoic- Senior Programmer/Technical Artist

July 12-April 13

**The Banner Saga Series**

UI programming and UX design, Optimization, and programming support

### Bioware Austin- Technical Artist

October 09-July 12

**Star Wars: The Old Republic**

In charge of the animation pipeline, tools, and in game data integrity

Created Lua->Python->C# pipeline for MorphemeConnect

C# Morpheme compiler and other animation exporting tools

Debugging and fixing in game animation and skeleton problems

Animation sharing and offset system

Animation SQL database and UI

Added unit testing to the teams tools framework

Multi-threaded tools

Mass scale data management

### Camber Corporation- Technical Artist

July 08-October 09

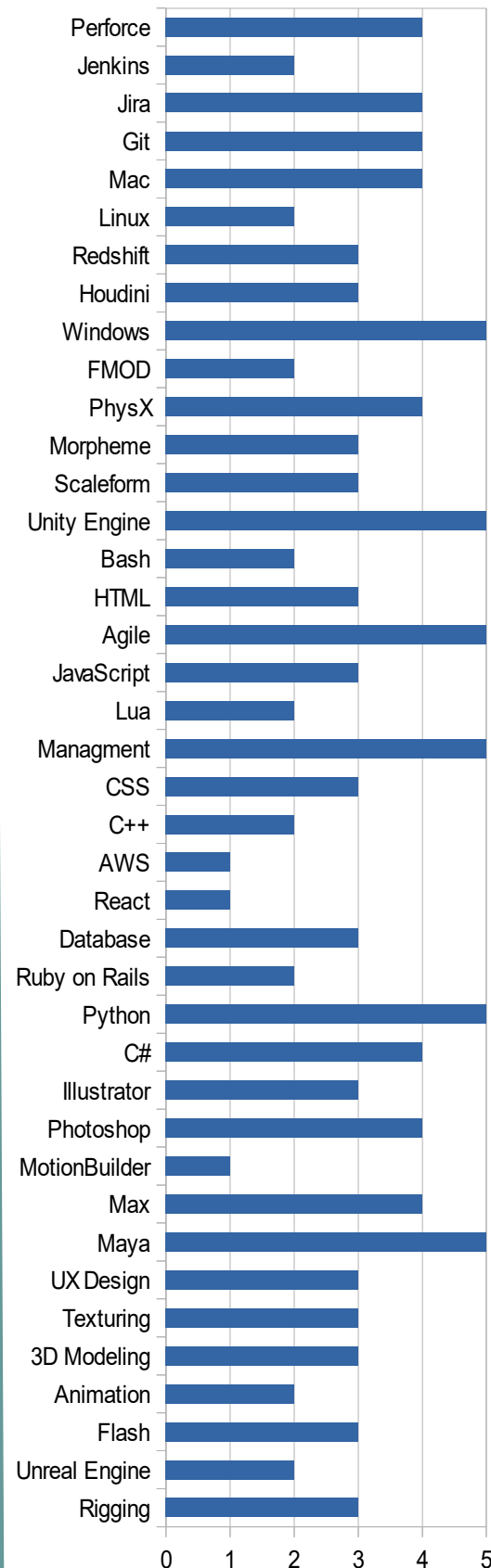
Writing tools and being a liaison between the art and programming

### Blue Street Studios- Project Lead

January-July 2008

3D Web based football game for a major fortune 500 company using Unity

## Skills



## **SHIPPED TITLES**

<b>Red vs. Blue Season 17</b>	March 2019
<b>gen:LOCK Season 1</b>	January 2019
<b>RWBY Season 6</b>	October 2018
<b>Camp Camp Season 3</b>	May 2018
<b>Red vs. Blue Season 16</b>	April 2018
<b>Nomad of Nowhere Season 1</b>	March 2018
<b>RWBY Season 5</b>	October 2017
<b>Camp Camp Season 2</b>	June 2017
<b>Red vs. Blue Season 15</b>	April 2017
<b>Red vs. Blue Season 14</b>	September 2016
<b>RWBY Season 4</b>	October 2016
<b>Tabletop Simulator</b>	October 2015
<b>Ally and Conquer</b>	June 2015
<b>Never Ending Tower</b>	October 2014
<b>Mini Maestro</b>	October 2014
<b>Safari Rush – Directors Cut</b>	July 2014
<b>Safari Rush</b>	May 2014
<b>The Banner Saga Chapter 1</b>	January 2014
<b>The Banner Saga Factions</b>	February 2013
<b>Star Wars: The Old Republic</b>	December 2012

## **EDUCATION**

### **Full Sail University**

Game Design & Development Bachelor of Science Degree      Nov. 2007