

# Brendan Farrell

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## Professional Skills

- + 4 years of game industry experience in multiple roles and capacities
- + 3 years of professional team leadership and management experience
- + Knowledgeable in Unity, Maya, Photoshop, After Effects
- + Familiarity with SQL, HTML5, CSS3, LUA, JavaScript, UnityScript, and PlayMaker
  
- + Analyzing, balancing, and strengthening the logic of new and existing game systems
- + Developing fun and rewarding puzzles, challenges, systems, and level designs
- + Championing the design pipeline, inspiring various teams to execute the vision for the game
- + Designing tools, systems, and processes that facilitate development

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## Professional Experience

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| Aug 2017 – Current<br>Systems Designer<br>Carbonated, Inc.        | <ul style="list-style-type: none"><li>+ Systems, feature, and content design for Racing Rivals, a mobile street racing game</li><li>+ Creation and maintenance of data for weekly live service content releases</li><li>+ Assess, adjust, and balance existing features and economy for a major upcoming release</li><li>+ Serve as liaison between design team and other development disciplines</li></ul>                         |
| Sept 2014 – June 2017<br>Game Designer<br>Nix Hydra Games         | <ul style="list-style-type: none"><li>+ Feature design, systems design, and balancing for PuzzleScapes, a mobile jigsaw puzzle game</li><li>+ Feature, systems, and general concept for a variety of mobile game prototypes</li><li>+ Feature design, UX/UI, monetization design, and content for 'Egg!', sequel to 'Egg Baby'</li><li>+ Feature design, UX/UI, and content design for 'Egg Baby', a mobile pet-care game</li></ul> |
| Sept 2013 – Sept 2014<br>Game Designer + Artist<br>PlaySquare LLC | <ul style="list-style-type: none"><li>+ Designed games and interactive segments for 'WordWorld Tales', an educational mobile game</li><li>+ Created 3D and 2D assets for games and interactive sequences</li><li>+ Developed UI elements + designed in-app user experience</li><li>+ Optimized existing 3D assets for interactivity and industry standards</li></ul>  |
| June 2012 – Sept 2014<br>Game Designer + Artist<br>Independent    | <ul style="list-style-type: none"><li>+ Independently developed 'King's Men', a 3D puzzle platformer game</li><li>+ Consulted with various industry professionals for design feedback</li><li>+ Organized playtest sessions</li><li>+ Launched a Kickstarter campaign for the project</li></ul>   |

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Ask me more about earlier experiences including: Residential Director, Freelance 3D Modeler, Office Manager, and more!

## Other Skills

- + Can make a fire with two sticks and a piece of string
- + Metalworking, casting, and jewelry design
- + Origami, book-making, pop-up engineering, and paper art
- + Passion for organizing and optimizing

## Education

Pratt Institute, 2012  
BFA Digital Arts