

# Brock Soicher

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## Skills

- C#
- Unity (Certified)
- C++
- Unreal
- Artificial Intelligence
- Editor Tools
- Git/SourceTree
- Game Design
- Axosoft

## Experience

November 2017- PRESENT

### Serenity Forge

- Kings Bird
  - Helped write code in C# using GameJolt's API so players could access other player's leaderboards and watch their replays online
  - Designed one level and helped with playtesting/QA the other levels
  - All coding done in Unity and C# with Visual Studio
- Unannounced Romantic Comedy Game
  - Created custom inspector tool to allow designers to create dialogue/basic puzzle systems all through my tool system.
  - System allowed designers to create puzzles, implement Unity Events, fade in and out audio tracks, write branching dialogue that supported multiple dialogue choices, and had all different commands using a color coded system and allowed designers to choose their own colors
  - All coding done in Unity and C# with Visual Studio
- Unannounced Bartending Game
  - Lead programmer in charge of implementing all gameplay, UI, and audio code
  - Coded using heavily generic code structure, CSV parsing to quickly add new ingredients/dialogue for each level, custom grid system for both player/AI movement, A\* pathfinding system for AI, custom inspectors for designers to make levels quicker and add more variety
  - All coding done in Unity and C# with Visual Studio Code

January 2017- November 2017

### Live In The Game LLC

- Lead Programmer/Project Lead of around 10 total team members
- Coded in C# for Android, IOS, and Steam for Unity using Visual Studio
- Coded object pooling using Queues, JSON save file system, Vector math, Event driven design, achievement systems, and progress trackers
- Used both Git and Unity's built in Git repositories
- Personally implemented all audio/art assets, vast majority of code, and editor tools for designers

September 2016 - June 2017

### DU Capstone (ARchitect)

- Lead Programmer among four seniors at University of Denver for 2016-17 school year
- Heavy emphasis on Vector math and Quaternions, Raycasting, and working with Visual Studio settings
- Coded in C# for Microsoft HoloLens for Unity using Visual Studio
- Personally implemented all Augmented Reality gameplay
- Had to learn HoloLens API and how Unity integrated it

September 2015 - June 2017

## **Officer of DU-GDS**

- Leadership role for two of three years of my education
- Hosted/participated in two 48 Hour Global Game Jams
- Hosted/participated in two DU Arcades (Colorado's largest video game expo)
- My role was to help set up events, long with communicate with DU's Game Development professors

January 2017 and 2016

## **48 Hour Global Game Jam**

- Created two games from scratch in 48 hours with other team members
- Did all coding in C# for Unity using Visual Studio
- Had to implement art, audio, code, and all design rapidly, usually within 16 hr. work days

## **Education**

September 2014 - June 2017

## **University of Denver - BS in Video Game Development**

- Completed 4 year program in only 3 years
- Minors in mathematics and history with emergent digital practices cognate
- Studied abroad at Lund University in Sweden for fall quarter of 2016 for programming and history

## **Misc**

Featured in Wall Street Journal and On The Media at age of 16 for making pacifist video game videos on

Youtube: WSJ: <https://www.wsj.com/articles/SB10001424052970203806504577181320148513432>

On The Media: <http://www.wnyc.org/story/186421-virtual-pacifism/>

**References can be provided upon request**