

# BRETT A. MOODY

Los Angeles, CA | **Portfolio:** [www.brettamoodys.com](http://www.brettamoodys.com) | 832-998-3639 | [brettmoodys@me.com](mailto:brettmoodys@me.com) | [Game Dev Blog](#) | [Recs](#)

## Skills

- [Game Systems and Quest Design](#)
- AAA Game Development
- [Gameplay Programming Patterns](#)
- [Unity Certified Programmer](#)
- NPC AI Programming ([Unity](#))
- Former Certified ScrumMaster ([CSM](#))
- [Santa Monica Studio](#) Node-Based Scripting System
- Swarm / Perforce / Git
- Excel (Proficient)
- Unreal Game Engine (Blueprints: Intermediate)
- JIRA, Confluence, and Trello ([Certificate](#))
- [Film and Game Writing](#)

## Achievements

- **God of War: Ragnarök**, a game I was an Associate Systems Designer on, has a [94 on Metacritic](#).
- **Real AI's Humanity Academy**, a game I designed, wrote, produced, and co-engineered, is currently rated "Positive" on Steam. ([Steam Store Page](#))
- **The Wamco PIE**, a comedic game I designed and engineered, was shown at three film and interactive media festivals, including the Downtown LA Film Festival and the National Film Festival for Talented Youth. ([Project](#))
- [2019 Oculus Launch Pad Member](#). Launch Pad is a competitive bootcamp for VR developers. ([Project](#))

## Experience

- Associate Systems Designer** **03/2021 to Present**  
**Santa Monica Studio** ([Project Page](#)) / ([Blog Posts](#)) / [God of War: Ragnarök](#) **Los Angeles, CA**
- [Unannounced Project \(2022 to Present\)](#): Implemented and contributed to the design of systems involving Progression, Combat, and Quests.
  - [God of War: Ragnarök \(2021 to 2022\)](#): Scripted and contributed to the design of [10 side quests](#).
  - Scripted the game's collectibles and collaborated with the Level Design department to place almost all of them.
  - Collaborated with the Combat / Encounters department to install banter for combat encounters and boss fights, including the [Gna boss fight](#), Hel-Tears, and Remnants of Asgard.
  - Implemented camera moves and character animations for several chapters in the Realm-Between-Realms.
  - Owned banter, side quests, and progression modules for all optional sections in Niflheim.
  - Implemented banter for significant vendors and quest-givers such as Brok, Lunda, Sindri, and Ratatoskr.
- Technical Game Designer and Writer** **03/2020 to 01/2021**  
**CinéMoiWorld** ([Project Page](#)) **Los Angeles, CA**
- [Wrote and programmed several small side quests](#).
  - [Engineered a system that controls the behavior and dialogue of NPCs via a visual scripting interface](#).
  - [Wrote and directed the game's opening animation](#).
  - Designed several key aspects of the game's economy, such as determining every avenue in which the player could either earn or spend money.
- Oculus Launch Pad Fellow** **09/2019 to 05/2020**  
**Oculus** ([Project Page](#)) **Los Angeles, CA**
- Designed, engineered, and wrote a rhythm-combat game for the Launch Pad program.
- Unity Software Engineer & Associate Producer** **07/2019 to 02/2020**  
**Persp3ctive** ([Steam Store Page](#)) **Los Angeles, CA**
- Game Designer, Writer, and Programmer** **09/2018 to 12/2018**  
**Indie Game: Real AI's Humanity Game** ([Steam Store Page](#)) ([Project Page](#)) **Los Angeles, CA**
- Designed and programmed two of the game's four mini-games.
- Interactive Media Researcher and Lab Manager** **09/2018 to 12/2018**  
**NYU Shanghai** ([Research Project Page](#)) **Shanghai, China**

## Education

- New York University** **May 2019**  
Film and Television Production (B.F.A) **New York City, NY, USA**  
*Game Design & Business Minors*. Graduated Magna Cum Laude and with Honors.