

# Tomer Braff

Game Designer, Programmer, Developer

[tomerbraff@gmail.com](mailto:tomerbraff@gmail.com) | (214) 675-9430

[Portfolio](#) | [LinkedIn](#) | Dallas, Texas, United States

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## Career Experience

[Naughty Dog | Game Designer, Scripter & Accessibility](#) [Santa Monica, CA | March 2019 - June 2020](#)

Designed, prototyped, and scripted several levels and setpieces in “*The Last of Us Part 2*”. Mastered and integrated proprietary scripting language, like Lua and C#, and custom in-house engine in less than a month to fine-tune and perfect the final game launch. Additionally developed custom tools and extensions widely utilized by in-house design squads to streamline design and asset creation pipeline. [Surpassed former accessibility benchmarks](#) by spearheading creation of over 60 features, such as navigation assist, heightened contrast mode, and enhanced auditory mode. Developed and executed the creative vision for various game set pieces, including concept design and scripting implementation, through rapid prototyping and design.

[Infinity Ward | Game Designer, Scripter](#) [Dallas, TX | October 2020 - January 2021](#)

Provided optimal support in creation of pioneering set pieces and combat encounters for the top-tier Call of Duty franchise alongside 10+ colleagues. Leveraged self-acquired Unreal Engine-based proprietary technology, scripting language, as well as the engine, for swift prototyping of diverse design set pieces. Interfaced with vehicle, AI, audio, combat, and other design systems to rapidly prototype concepts.

[Escapology | Game Master](#) [Dallas, TX | November 2022 - February 2023](#)

Manned a local Escape Room venue as “Game Master”. Tasked with escorting customers to their rooms, briefing them on the rules of play and thematic setup. Monitored and guided players through several different types of escape rooms, providing hints and leading teams through the experience. Provided maintenance and repairs to the rooms as needed.

[Microsoft & Mojang | Sr. Software Developer](#) [Dallas, TX | April 2022 - October 2022](#)

Developed and maintained high-quality software applications using MVC, .NET, Azure Services, Playfab, C#, C++, and proprietary technologies to enhance the user experience for the Minecraft Marketplace. Collaborated with a team of 15+ remote coworkers to plan sprints, share knowledge, and collaborate on problem-solving. Utilized strong communication and collaboration skills to ensure efficient project completion. Maintained strong understanding of industry best practices and implemented them to improve overall product performance.

[CBRE | Sr. Software Developer](#) [Dallas, TX | February 2023 - October 2023](#)

Spearheaded team of software engineers to deliver major internal software projects on schedule and within budget, utilizing expertise in project management and team leadership. Developed software application using Unity game engine in conjunction with ArcGIS, creating a real-world 3D building generation system integrated with custom city data. Integrated and maintained multiple C#, .NET, AWS, ArcGIS, and REST API services and features within constantly evolving projects, ensuring seamless functionality and user experience.

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## Additional Experience & Achievements

[Advanced Plan for Health](#) | [Software Developer](#) [Dallas, TX](#) | [November 2017 - February 2019](#)

Worked with a small team of developers to revamp and enhance an outdated codebase over several months, resulting in a significant 10-fold increase in performance. Utilized C#, JavaScript, and HTML to maintain a healthcare management app utilized by hundreds of clients in corporate and hospital environments.

## Key Projects & Links

["Circular Reasoning" Board Game](#)

[Breaking Games](#) store page and the [Mensa Mind Games Award](#).

## Education

Dual Degree BS/BA in Computer Science and Game Design - University of Texas at Dallas, 2013 – 2017

## Skills

### Game Development

AAA Game Studio Experience  
Unreal Engine, Unity Engine, Godot, Blueprints  
Systems Design, Combat Design, and Vehicle Design  
Scripting, Set Piece, and Encounter Design  
Blender, Autodesk Maya

### Programming

C++, C#, .NET, Azure, Microsoft Services  
Python, Java, JavaScript, Lua, HTML, CSS  
Rest API, AWS, Front-end  
AGILE, SCRUM Experience

### Software Development

Documentation & Version Control  
Git, Perforce, TortoiseSVN  
3D Math, Linear Algebra, Matrix Math, Vector Math  
Debugging & Troubleshooting