

Game Dev Education | Curriculum
Purdue Polytechnic CGT BS, MS, Ph.D. 2020-2024 | 4.0 GPA

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brantlymccord.com

TEACHING.....4000 hrs

Purdue Games Co-Instructor (2017--)
Curriculum Developer, Lecturer, Course Facilitator
Unreal Engine 4 Tools, Fundamentals, Interactive Design

Student-Student Mentor (2016)
Mentor to ASD High School Student in UE4
Taught video game design and construction methods

Super Saturday Assistant (2014)
Assistant for 6-week Python game dev class
Helped guide higher-learning middle schoolers

WORK EXP.....7+ yrs

Independent Game Development
~1250 hrs: individual projects, game jams, school

Technical Work, Graphics Freelancing
7~ years: Tech Theatre Asst., Graphic Designer

REFERENCES.....

Dr. David Whittinghill - Game Dev
(765) 532-5742 davewhit@purdue.edu

Dan Triplett - Modeling/Tech Art
(630) 776-9599 tripletd@purdue.edu

Michele Walker - Games/Marketing
(765) 973-8491 walker21@purdue.edu

SKILLS & SOFTWARE...

Unreal Engine 4::Game Dev
↳ 8 semesters of videos recorded

Adobe Illustrator::Print & Press

Adobe Photoshop::Illustration

Autodesk Maya::Modeling/Unwrap

Visual Studio::C++ Programming

ACHIEVEMENTS.....

Good to Great Award (2016)
Dean's award, previously reserved for professors

CTE Award for Excellence (2013)
Top 15 from Indiana's applying CTE student body

Rob Howard - Scripting/Level Design
(419) 575-0525 rthoward@purdue.edu

Dr. Christos Mousas - VR/Game Dev
+1 (765) 496-0637 cmousas@purdue.edu

Dr. Patrick Connolly - TLI Dean
(765) 494-0378 connollp@purdue.edu

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Students want to make games. I can relate.

