

# Brantly McCord

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## Education

### Pursuing Ph.D. in Technology (2020—)

Purdue Polytechnic Institute, West Lafayette, IN

*Research topics:* Game development education; social drivers and crunch culture in video game development and academia.

### MS in Computer Graphics Technology (2017-2020)

Purdue Polytechnic Institute, West Lafayette, IN

*Thesis title:* “Attendance and social interdependence in game development labs.”

<https://doi.org/10.25394/PGS.12268778.v1>

*Committee:* David Whittinghill (Chair), Marisa Exter, Ronald Erdei

### BS in Computer Graphics Technology (2013-2017)

Purdue Polytechnic Institute, West Lafayette, IN

*Major:* Computer Graphics Technology (focus: game development and design).

*Minor:* Organizational Leadership.

## Publications

Attendance and Social Interdependence in Game Development Labs (*conference paper*):

<https://doi.org/10.18260/1-2--34195>

Unreal Collaboration: Exploring the Use of Formal Collaborative Learning Strategy in Games Development Coursework (*conference paper*): <https://doi.org/10.18260/1-2--33488>

## Teaching

### Video Game Development and Design Co-Instructor, Teaching Assistant (2017—)

Curriculum developer, lecturer, lab facilitator for introductory game development and design with Unreal Engine 4, level design, and procedural development.

**Student Mentor (2016)** to ASD high school student, junior game design vocational experience.

**Super Saturday Assistant (2014)** for higher-learning middle schoolers, 6 weekends of Python.

## Skills and Software

**Unreal Engine 4** for whiteboxing, kitbashing, lighting, post-processing, visual scripting, gameplay programming, procedural construction, and virtual reality development. All class content recorded and uploaded; over 100 unique Unreal Engine 4 tutorials.

**Adobe Creative Suite** for Illustrator (print, press), Photoshop (digital art, photo manipulation).

**Autodesk Maya** for 3D modeling, UV unwrapping, texturing.

**Visual Studio C++** for introductory C++ programming basics.

## Work Experience

**Independent Game Development** for over 1,250 hours, with three games launched on itch.io. Participated in the GDC 2018 Train Jam and 2018 Unreal Spring Jam.

**Camera Operator** for technical theatre, local sporting events, and livestock shows.

**Graphic Design Freelancer** for mobile application interface and business printing/branding.

## Achievements

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

**CTE Award for Excellence (2013)** selected in top 15 from Indiana's applying CTE students.

## References

Dr. David Whittinghill, Purdue Polytechnic Institute, (765) 494-1353 || [davewhit@purdue.edu](mailto:davewhit@purdue.edu)  
Associate professor in video game development, programming, and production.

Prof. Rob Howard, Purdue Polytechnic Institute, (419) 575-0525 || [rthoward@purdue.edu](mailto:rthoward@purdue.edu)  
Clinical assistant professor in video game level design, game audio, and game scripting.

Dr. Christos Mousas, Purdue Polytechnic Institute, +1 (765) 496-0633 || [cmousas@purdue.edu](mailto:cmousas@purdue.edu)  
Assistant professor in virtual reality and video game procedural development, director of VR lab.

Dr. Marisa Exter, Purdue College of Education, (765) 496-3358 || [mexter@purdue.edu](mailto:mexter@purdue.edu)  
Associate professor in learning design and technology and curriculum and instruction.