

CONRAD BURANICZ

TECH ARTIST

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EXPERIENCE

RETRO STUDIOS

Mar 2019 - PRESENT

- Working at Nintendo is a dream come true
- My co-workers are the best a guy could ever ask for
- Coming to work everyday is a joy!

ARKANE STUDIOS

Apr 2018 - Feb 2019

Unannounced AAA Project

- Procedural Generation with Houdini: Tools for Architects to easily populate World
- Using C++ to extend Engine features, expose parameters, create new classes
- Complex Visuals for both Gameplay and Environment through shaders and scripting

SANZARU GAMES

Feb 2016 - Jan 2018

Marvel Powers United VR | VR Sports Challenge | Spyro the Dragon

- Unreal C++ and Blueprint programming for Menus, UI, Developer Tools, and visuals
- Complex gameplay visuals; Interactable Ocean, Procedural Lightning, X-Ray World
- Developed Shaders using Unreal's Material Editor, HLSL, and Shaderlab

WAYFORWARD TECHNOLOGIES

Feb 2014 - Jan 2016

Ultimate Spider-Man | Shantae: Half-Genie Hero | Goosebumps

- Gameplay programming, including Enemy AI and Dynamic Spawning System for Shantae
- Created Post Process Ocean Shader in HLSL within WayForward's Proprietary Engine
- Optimized art content to meet hardware and memory limitations (from 3GB to under 1GB)

PERSONAL PROJECTS

NES Emulator: Conntendo

- Using C++ and SDL2 API, Plays over 90% of NES Library
- Emulates the 6502 CPU, PPU, APU, and over a dozen Mappers

Unity Fan Game: Super Mario Super Show

- Custom Lighting, Shaders, Physics, Collision Model2D, and 2D Rigging System

SOFTWARE AND SKILLS



EDUCATION

DEPAUL UNIVERSITY

Bachelor of Science in Videogame Development

Sep 2009 - Jun 2013

- Graduated with Summa Cum Laude Honors