

Bryan Huke

Game Developer

An inspired developer who loves programming and all the challenges that ensue. A passion for video games drives his motivation to create mechanics and systems for players to enjoy.

✉ bhuke@outlook.com

📞 (303) 472-2909

📍 Parker, CO, United States

🌐 www.bryanhuke.com

EDUCATION

Bachelor of Science in Game Design

Full Sail University

10/2019 – 07/2022

Relevant Courses

- Capstone project
- Level Design 1&2
- Game Mechanics 1&2
- Production and Planning
- Scripting for Designers 1&2
- Systems design

High School Diploma

Cherry Creek High School

08/2014 - 05/2019 Greenwood Village, CO

Relevant Courses

- AP Computer Science
- Data Structures
- IOS App Development
- Creative Writing

Recent Work History

Fedex (3/2025 – Present)

- Overnight package handler
- Loading and organizing delivery trucks efficiently
- Fast-paced environment

Crumbl Cookie (10/2024 – 2/2025)

- Took customer orders and worked the register
- Assembled and dressed orders
- Mixed various ever-changing recipes with attention to detail and precision
- Organized and put away deliveries
- Balled and baked cookies

Main Skills

- Unity/C# development
- Game, Level, and Puzzle design
- Strong experience in system and backend prototyping
- Creative writing and narrative design
- Development and programming problem solving
- Collaboration and clear communication

PROJECTS

Minecraft Song Editor (05/2023 - 03/2024)

- My favorite project/project I am most proud of.
- A custom-built song editor built using Unity that exports songs directly into Minecraft
- Complex and intricate data storage and management.
- Custom file creation in order to be recognized by Minecraft
- Audio system that accurately mimics what the song would sound like inside Minecraft

Train Reaction (7/2024 - Present)

- Current project which I will soon be attempting to get funding for.
- A train automation puzzle game made in Unity, to be released on steam
- Simulation logic that lets the player to define its rules
- Global leaderboards which give players extra goals to optimize towards

Misfit Garden (3/2023 – 5/2023)

- Game developer and designer as well as the project lead.
- Mobile logic puzzle game released on Google Play and Itch.io
- Designed a puzzle generator that ensures puzzles are tricky but solvable.
- Managed a team of 5 members of various disciplines.

Reap What's Been Sown (01/2023)

- 72-hour game jam made in Unity.
- Solo developer, lead designer, and lead writer.
- Created robust dialogue system, and wrote all dialogue.
- Implemented cutscenes, event triggers, and other game flow mechanics to allow smooth story progression.
- Created 3 separate puzzles and their mechanics.

Defense Mechanisms (09/2021 – 06/2024)

- Solo project created in Unity
- Designed upgrade system with flexibility options in editor for designers and balance patches
- Created save system that saves in progress games
- Created a fully functional level editor for easy creation of unique stages by developers and players alike
- Most of my solo dev learnings came from this project

Full Sail Capstone Project (04/2022 – 07/2022)

- Worked with 3 designers and 1 artist inside Unreal Engine 4.
- Ground up grid-based movement system
- Two levels with unique mechanics, designs, and challenges.
- Created a pathfinding enemy using an A* pathfinding algorithm.
- Created an input system that ensured enjoyable player controls.