

Brandon Malicoat

129 East Vates St., Frankenmuth, MI 48734

(989) 906-3650 bmalicoat@gmail.com

Portfolio: <http://brandon.malicoat.org>

Skills

- Comfortable working in C, C++, C#, Java, Objective-C, Python and SQL
- 4 years experience with hiptop platform, 2 years with iPhone OS and 1 year with Android platform
- Proficient with several IDEs including Eclipse, Visual Studio, Xcode and if you consider it one, vim
- Familiar with different source control including git and Subversion
- Familiar with OpenGL and XNA
- Familiar with MIPS, SPARC and other assembly languages
- Proficient with all versions of Windows, OS X and some distributions of Linux

Experience

Programmer/Owner

March 2006 – Present

Digiot LLC, Frankenmuth, MI

- Started a business while in college focused on mobile games & applications
- Below is a brief summary of some of my projects, most of which are currently on sale on the hiptop or iPhone platforms across multiple carriers all over the world. Screenshots and videos of all 6 released applications, and a few unreleased, are viewable on my portfolio website.
 - **Zen Bridge** – Board game with AI player and asynchronous networked multiplayer
 - **Beethro's Adventure** – Complete rewrite port of the PC game Deadly Rooms of Death
 - 10,000 lines, over 1600 downloads, 122 rooms, 8 enemy types, 4 months of work
 - Managed two other employees, one for assets, one for tools
 - Companion MFC-based tool for creating levels
 - Screen-agnostic coding and endianness
 - **Pocket Lint** – iPhone money management application
 - Learned tools, environment and language and created application in under 1 month
 - Released during the first week of the iTunes App Store launch, 3000 downloads
 - **Deciduous** – Picross-style puzzle game
 - Companion Cocoa-based OS X tool for creating puzzles
 - **Remember Me** – Core Video-backed OS X application, using OpenCV for facial tracking

Software Engineering Internship

Jan. 2010 – Present

Motorola, Schaumburg, IL

- Collaborating on a team of four students in a senior capstone course
- Responsible for creating an Android application and rewriting an iPhone application
- Drafting and finalizing many formal technical specification documents
- Extending Video on Demand Server and Cable Head End technologies from massive existing code base
- Creating RESTful API for internal and 3rd party interface

Education

Undergraduate

Jan. 2005 – Present

Michigan State University, East Lansing, MI

- Computer Science Degree
- Business Cognate (Minor)
- Expected graduation: May 2010
- Classes: 3D Game Development, Artificial Intelligence, Algorithms & Data Structures, Computer Architecture, Database Systems, Differential Equations, Multivariable Calculus, Networks, Operating Systems, Probabilities & Statistics, Software Design, Thermodynamics & Modern Physics