

# ELLIOTT BROWN

## GAME DESIGN STUDENT @ SD MESA

## ABOUT ME

Elliott Brown was born in San Diego, California, where he discovered his passion for games at a young age, inspired by his family of gamers. Early in his life, while playing *Fat Princess*, his dad, who worked on the game, pointed out his own name in the credits. This moment ignited Elliott's obsession with being recognized in a game's credits and the desire to create his own.

Throughout his life, Elliott has immersed himself in playing and appreciating video games, developing a deep love for their creation. His philosophy on game design is simple: every game should strive to bring happiness to its players. He hopes that the games he works on can bring joy to others, just as games have brought joy to him.

## CONTACT

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## CREATIVE

Gameplay Design //Created the core gameplay loop for all my games

Level Design //Studied metroidvanias to create levels for upcoming game

## TECHNICAL

Unity Development //Developed five games entirely in Unity

3D Modeling //Modeled everything in all of my games

## LEADERSHIP

Project Management //Led a 4-person team on Chho Cup: National Tour

Communication //Presented work to faculty in CoSA every 3 months

Adaptability //Adjusted game scope during short time frames for all games

## LANGUAGES

C# //Coded all Unity games in C#

Python //Got a foundation for coding through learning python

### Harvest Before the Storm (2024)

#### Brackeys Game Jam 2024

- Developed a wave-based FPS where players defend against mutant vegetables
- Experimented with both top-down and first-person mechanics
- Created the entire original game in just one week

### Cyber Soul (2024)

#### Coronado School of the Arts

- Featured turn-based combat systems with multiple player characters
- Focused heavily on advancing C# coding skills throughout the project
- Won multiple awards at the 2024 CoSA Extravaganza

### Chho Cup: National Tour (2023)

#### Coronado School of the Arts

- Developed a multiplayer car racing game featuring three distinct maps
- Served as the lead developer, coordinating team efforts effectively
- Gathered and implemented player feedback during the game's release

### Petrify or Perish (2022)

#### Coronado School of the Arts

- Created a top-down shooter where players petrify waves of soldiers
- Emphasized polish and player experience over basic gameplay mechanics
- Completed the game within a month, focusing on quality and refinement

### Certificate of Completion, Game Design (2022 - 2024)

#### Coronado School of the Arts - Digital Media, Game Design

- CTE Certificate of Excellence in Game Design 2022, 2023
- Cyberpunk Wallrunner
  - DigArts Extravaganza, Best Art Direction
  - DigArts Extravaganza, Best Interactive Design

### Game Design Intern (2024 - 2026)

#### San Diego Mesa College - Sidewalk Snail Games

- Spooky Maze Game
- Game Jams
  - GGJ 2025 - Thought Bubble

EXPERIENCE

EDUCATION