

# Brandon Evans

## Game Developer

[LOXMYTH.COM](http://LOXMYTH.COM)

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### Brandon Evans

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### Skills

Adept at written, visual, and interpersonal communication.

Able to speak fluently across many departments, including design, engineering, marketing, and management.

**Proficient in the following software:** Unity, Game Maker, Photoshop, Illustrator, Sketch, After Effects, Oculus Medium, Jira, Office, Powerpoint and Excel.

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### Experience

#### Hello Network / Project Manager & Lead Designer

AUGUST 2014 - PRESENT

After working many years in games, I was hired on try my hand at something different - building a unique new social network.

I was hired for my extensive game experience, and quickly took the role of Project Manager. As such, I am involved in every step of the development process at Hello. From designing and pitching new features, to planning the implementation with our engineers, to tracking and validating these features post-release. I've filled more roles than can be easily summed up in a paragraph, but would love to discuss more in-person.

#### 50 Cubes / Animator, Game Designer & Project Manager

MARCH 2010 - AUGUST 2014

I helped grow the company from a scrappy 8-person startup to a 40-person studio. Over my time there, I animated, designed, and managed a variety of award winning Facebook and Mobile games. Our biggest title, Mall World, had a total of 10 million users worldwide.

**Titles developed at 50 Cubes:** *Mall World*, *Fashion Designer*, *Style Touch*, *Fashion Tale*, *Gemstone Journey*, and *Space Pirates*

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### Education

#### Ohio University

AUGUST 2004 - JUNE 2009

Bachelor of Science | Game and Interactive Media Design 2009

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### Personal Projects

**Chesslike** - <https://www.loxmyth.com/chesslike.html>

**Bestiary** - <https://www.loxmyth.com/bestiary.html>

**Worldfall** - <https://www.loxmyth.com/worldfall.html>