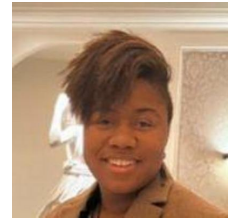


FRAN-KEE BROWN

GAME DEVELOPER | UNREAL ENGINE | UNITY

Centreville, VA | fbrowndev@gmail.com | (540) 454-4466



PROFILE

Game Developer experienced in building gameplay systems, development tools, and UI frameworks using Unreal Engine and Unity. Former engineering apprentice at Epic Games contributing to UI systems and analytics tools supporting Fortnite. Strong background in C#, C++, gameplay architecture, and collaborative game development pipelines

TECHNICAL PROFICIENCIES

- | | | | |
|-------------------|---------------------------|----------------|--------------------|
| • Unreal Engine | • Unity | • Unreal Slate | • Gameplay Systems |
| • UI Architecture | • Editor Tool Development | • C++ | • C# |
| • Git | • Perforce | | |

PROFESSIONAL EXPERIENCE

UI Engineer Apprentice, Epic Games

Feb 2023 to Mar 2024

- Contributed to development workflows supporting Fortnite, by collaborating with UI engineers and designers on the locker, shop, and lobby.
- Engineered reusable UI components in slate within Unreal Engine, improving scalability and reducing redundant UI implementation across multiple features
- Developed custom editor tooling that accelerated UI prototyping and iteration for designers.
- Implemented player journey tracking logic within UI interactions
- Participated in a large scale collaborative production environment, contributing code within a shared Perforce repository and following AAA development workflows.

Curriculum Developer, CodeWiz

Mar 2023 to Present

- Developed game development curriculum focused on C# and Unity programming fundamentals
- Designed projects covering 2D, 2.5D, and 3D gameplay systems
- Created structured learning pathways for game architecture, objected-oriented programming, and gameplay mechanics

Director Of Operations and Curriculum, Code Ninjas, Multiple Locations

Nov 2020 to Feb 2023

- Developed game development curriculum focused on C# and Unity programming fundamentals
- Designed projects covering 2D, 2.5D, and 3D gameplay systems
- Created structured learning pathways for game architecture, object-oriented programming, and gameplay mechanics.

PROJECTS

Galaxy Defender - 2D Space Shooter (Unity)

Developed a complete 2D shooter prototype in **Unity** featuring player movement, combat mechanics, and a wave-based spawn system. Implemented a modular weapon framework supporting multiple attack types with cooldown and ammo management, programmed enemy AI behaviors including a boss encounter with unique abilities, and built gameplay UI systems for score tracking, ammo, player lives, and power-up indicators.

Snack Attack - Multiplayer Prototype (Unity)

Created a cooperative multiplayer prototype where players control sentient snack characters escaping a grocery store environment. Implemented player movement, physics-driven interactions, and environmental obstacles while developing modular gameplay systems that allowed rapid iteration of mechanics and chaotic cooperative gameplay scenarios.

EDUCATION

George Mason University
Bachelors of Individualized Studies

2026

GameDevHQ
Professional Game Developer Program

2022 to 2023

LINKS

[LinkedIn](#), [Github](#), [Portfolio](#)