

James Brown

Murrieta, California | Jamesebrown9909@gmail.com | 619-514-8491 | portfolio ([Portfolio](#) | [Independent Game Stu](#))

About Me

I am a Game Developer, and Filmmaker with 4 years of hands-on experience in **Unreal Engine 5** and **Agile development**, as well as a background in **screenwriting, producing, and directing**. Founder of an independent game studio, currently preparing multiple game projects for release across PC and consoles. I have also written multiple films, including feature-length and short-form projects, with three currently **in the running at film festivals**. My work focuses on **immersive storytelling, polished gameplay, and engaging cinematic experiences**.

Game Projects

Backrooms: Rooms Beyond (*Horror*)

- **Role:** Lead Developer
- **Engine:** Unreal Engine 5
- **Overview:** A psychological horror game exploring infinite, procedurally generated rooms that challenge players with suspense and survival mechanics.
- **Contributions:** Gameplay design, QA testing, bug tracking, performance optimization, player feedback integration

Little Nest Daycare: Smiles That Never Fade (*Mascot Horror*)

- **Role:** Lead Developer
- **Engine:** Unreal Engine 5
- **Overview:** A mascot horror game set in a cheerful daycare turned sinister, where players navigate puzzles while avoiding hostile mascots.
- **Contributions:** Core mechanics, interactive environments, QA testing on AI and environmental interactions, cross-platform optimization

3032 Unloaded (*FPS / Action*)

- **Role:** Lead Developer
 - **Engine:** Unreal Engine 5
 - **Overview:** Fast-paced first-person shooter with futuristic combat scenarios and strategic objectives.
 - **Contributions:** Level and combat design, QA testing for weapon balance and movement, multiplayer functionality, performance optimization
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Film Projects & Writing

Feature Films/Scripts

- **Sanctified** – Screenwriter / Producer / Director
- **Inheritance** – Screenwriter / Producer / Director

Short Films/Scripts

- **Schitzo** – Writer / Director
- **Intruder** – Writer / Director
- **Knock Knock** – Writer / Director
- **Breath** – Writer / Director

Fun Fact

- Wrote my first script in 3rd grade about Frankenstein (50 pages!)

Festival Participation

- Films are currently in the running at 7 film festivals
- **FantasNóia - Festival de Cinema Fantástico de Novo Hamburgo**
- **Minds In Frame Script Competition**
- **13 Roses Visionary Film Festival**
- **The World Through Silence / International Deaf & Sign Language Film Festival**

- **Howard University's Department of English's Visions of Freedom: A Black Film Festival**
 - **Mostra de Cinema das Missões**

 - **Med Screen Arts Screenwriting Competition**
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Skills & Tools

- **Game Development:** Unreal Engine 5, Level Design, Gameplay Systems
- **QA & Testing:** Manual/Automated Testing, Bug Tracking, Test Case Execution
- **Film & Writing:** Screenwriting, Producing, Directing, Storyboarding
- **Development Practices:** Agile, Iterative Design, Playtesting
- **Platforms:** PC, Xbox, PlayStation
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