Bradley O'Farrell

BradOFarrell@gmail.com • (347) 924-1669
28-23 41st St, Astoria, NY, 11103

Professional Experience:

Educational Game Developer
MaidenVoyage.org, New York, NY (January 2020 to January 2021, full time)
• Designed and built an edutainment game (similar to Oregon Trail) for a Polynesian history grant org.
• Coded web-based game using Bootstrap, JQuery, and Javascript for frontend, Node for backend.
• Survival gameplay had to be balanced and also historically accurate. Tested with teachers and kids.

The Walking Dead Slots - Technical QA
Fox Cub Games, Remote (July 2019 - December 2019, contract)
• QA lead for card game and dice game within The Walking Dead Slots on iOS and Android.
• Documented, triaged, and reproduced bugs using Unity, CUDLR, C#, Javascript, and JIRA.
• Developed content for slots-based gameplay, optimized rewards to incentivize player transactions.

Full Stack Web Developer (Contractor)
Resolute Digital, New York, NY (January 2019 - June 2019)
• Built and managed websites for various clients using Wordpress, Drupal, PHP, JS, and React.
• Worked on eCommerce sites like http://lobsterfrommaine.com and http://cancerscreenweek.org
IFTF: Institute for the Future, New York, NY (July 2018 - December 2018)
• Made web-app where users use real news to generate hypothetical headlines, output as a PNG file.
• Used React, Node, Canvas, scrape the Google News API to visualize trends as word clouds.
Tata Consultancy Services, Atlanta, GA (January 2018 - June 2018)
• Used React, JQuery, and Bootstrap to make eCommerce interfaces for http://www.homedepot.com
• Implemented client-side filtering for large datasets taken from a Java controller using JSP.

Bugsnax - Script Editor
Young Horses Games, Chicago, IL (September 2017 - December 2017, contract)
• Consulted on PS5 launch title Bugsnax, edited game script, quests, hints, dialogue, and copy.
• Tested early prototype, provided feedback on puzzles that resulted in changes to mechanics.

Mobile Game Content Designer and Product Manager
NetEase Games, San Francisco, CA (May 2015 - January 2017, full time)
• Designed characters, quests, and events for Eternal Arena (MOBA) and Tome of the Sun (MMO).
• Responsible for improving multiple games' KPIs, designing characters, quests, and promo events.
• Programmed prototypes of early-stage games in Javascript, used for balancing and user testing.
• Worked on several products and managed small teams through the full development lifecycle.

Game Designer and Kickstarter Project Manager
Cantrip Games, Self-Employed, New York, NY (Feb 2013 to April 2015)
• Designed a card game (called "Story War") that raised $360,000 in sales on Kickstarter in 30 days.
• Spent 2 years developing a card game and a companion mobile app. Shipped 20k card game units.

Education:
Web Development Immersive (Full Time), General Assembly, Atlanta, GA, 2017
Bachelor's of Computer Science, SUNY ESC, New York, NY, 2013

Portfolio: Links to recent projects I've worked on can be found at: http://www.bradofarrell.com
Skills: Unity, C++, React, Node, Javascript, Java, and PHP. Familiar with JIRA and agile development
Hobbies: I keep up with AAA games. Currently: FFXIV, WoW, Valorant, Smash Bros, Monster Hunter

Hi, my name is Brad O'Farrell

I'm a freelance game designer and web developer.

I have about 3 years of experience working as a game designer; additionally I have about 2 years of experience in web development. In 2013 I earned my Bachelor's of Computer Science from the State University of New York. Immediately after graduating I crowdfunded my own card game on Kickstarter, which raised $360k in 30 days.

You can see my kickstarter project here: https://www.kickstarter.com/projects/cantripgames/story-war-the-storytelling-party-game

I spent 2 years developing my card game, its sequel, and a companion app. We ultimately shipped over 20k units. After the Kickstarter project was fulfilled, I got hired as a Game Content Designer for NetEase Game's office in San Francisco. I designed several quests, promotional events, and characters for two major releases while I was there: Eternal Arena (MOBA) and Tome of the Sun (MMO). I also localized the full story for both games. I was the product manager for Eternal Arena, and also worked on several smaller prototype games that were never released. I was laid off in 2017, along with several other employees, when most of the development was moved back to the main NetEase office in China.

Eternal Arena: https://netease-na.com/eternal-arena/
Tome of the Sun: https://netease-na.com/tome-of-the-sun/

I used my severance to enroll in a full time Web Development Immersive "bootcamp" course at General Assembly to supplement my Computer Science degree. I learned about cutting edge technology like ES6, React, and Node. While in bootcamp, I also consulted on the PS5 launch title, Bugsnax. After completing the course, I was able to find several short-term contracts working on eCommerce sites. This moved me away from games for about a year, until late 2019 when I got a contract to work as a technical QA on The Walking Dead Slots game which was developed in Unity. During the 2020 coronavirus pandemic, I wanted to work from home full time. I took a remote job working on a web-based game for an educational grant project.

The Walking Dead Slots: https://ftxgames.com/the-walking-dead-slots/
Bugsnax: https://bugsnax.com/

In 2021, I have been working on small personal projects in Unity to further familiarize myself with the platform. I have also been looking for full or part time employment either in a game design capacity, or as a software developer. An ideal position would be one where I could do a bit of both.

Portfolio: http://www.bradofarrell.com/