

Contact

brian.mushika@gmail.com

www.linkedin.com/in/brian-mushika-1b971070 (LinkedIn)

Top Skills

HTML/CSS

JavaScript

Stripe api

Brian Mushika

Co-Founder at Loading Inc.
Austin, Texas, United States

Summary

I am a versatile professional specializing in developing tools to support artists and building robust software solutions. With expertise in Python, Ruby, JavaScript, and a range of technologies, I am passionate about creating innovative tools that enhance artistic workflows and engineering reliable software solutions.

Projects:

- 2023 • *System Shock*
- 2017-2022 • (Ziggysfetch Inc.) *Ziggysfetch.com*
- 2017 • (Volition Inc.) *Agents of Mayhem*
- 2013 • (Volition Inc.) *Saints Row IV DLC*
- 2012 • (Volition Inc.) *Saints Row IV*
- 2011 • (Volition Inc.) *Saints Row: The Third*
- 2009-2010 • (Volition Inc.) *Red Faction: Armageddon*

Skills:

- Python (Programming Language)
- Amazon Web Services (AWS)
- Unreal Engine
- PySide
- PyQt
- WxPython
- API Integration (Stripe, Twilio, SendGrid, etc.)

Experience

Loading Inc.

CTO | Technical Director

July 2022 - Present (2 years 3 months)

Responsible for developing, maintaining, and integrating Amazon AWS services such as Cognito, API Gateway, Lambda, and Secrets Manager, along with third-party APIs like Stripe, LicenserSpring, Twilio, and SendGrid into

our in-house licensed tools, all built with Python. Collaborating with clients to create custom Python-based game development tools and pipelines.

[Clients]

Brass Lion Entertainment

WolfEye Studios

ZeDrimeTim

Theorycraft Games

Nightdive Studios - (System Shock Remake)

Cold Symmetry

Senior Technical Artist

February 2022 - October 2022 (9 months)

Built and managed the Studio Art Tools Pipeline and Framework. Collaborated with the Lighting Department on custom workflows and supported the Tech Animation Team.

Ziggyfetch Inc.

Co-Founder (Fullstack Developer)

2018 - August 2022 (4 years)

Co-Founder

Spearheaded the full-stack design, development, and deployment of a marketplace for animal adoption, services, and products as the sole developer. Managed servers on Amazon AWS, deployed the application, integrated Stripe for payment processing, and implemented Twilio for text messaging.

Volition, Inc.

Technical Artist (Core Tech)

June 2012 - February 2016 (3 years 9 months)

Champaign, IL, USA

Part of the Core Technology Group (CTG) team at Volition, Inc., responsible for developing, maintaining, and enhancing the studio's game engine, development tools, and pipelines. Worked closely with artists and designers to improve workflows and optimize user experience.

Volition, Inc.

Technical Artist (Core Tech)

June 2011 - September 2011 (4 months)

Champaign, IL, USA

Part of the Core Technology Group (CTG) team at Volition, Inc., responsible for developing, maintaining, and enhancing the studio's game engine, development tools, and pipelines. Worked closely with artists and designers to improve workflows and optimize user experience.

Volition, Inc.

Technical Artist (Core Tech)

September 2009 - June 2010 (10 months)

Champaign, IL, USA

Part of the Core Technology Group (CTG) team at Volition, Inc., responsible for developing, maintaining, and enhancing the studio's game engine, development tools, and pipelines. Worked closely with artists and designers to improve workflows and optimize user experience.

Education

DePaul University

Bachelor's degree, Computer Games and Programming Skills · (2010 - 2012)

Parkland College

Associate's degree, Computer Games and Web development · (2005 - 2009)