

Brian Barrette

Frontend / UI Developer · Game Developer / Technical Designer (Remote)

United States (Remote) · [GitHub](#) · [Portfolio](#)

Summary

Frontend-focused developer and technical designer with hands-on experience building interactive UI systems, game mechanics, and real-time interfaces using JavaScript and Godot. Strong at debugging, state management, and rapid prototyping. Uses AI-assisted development as a productivity tool while maintaining full ownership of logic, architecture, and implementation. Seeking remote roles focused on UI, interaction, and gameplay systems.

Technical Skills

- **Frontend:** JavaScript (ES modules), HTML, CSS, DOM manipulation
- **Game Development:** Godot 4, GDScript, gameplay scripting, UI systems
- **Systems:** State management, input handling, event-driven logic
- **Tools:** GitHub, GitHub Pages, Render, AI-assisted development
- **Strengths:** Debugging, refactoring, iteration speed, system clarity

Projects

Gobachi — Browser-Based Virtual Pet Game

- Built a modular frontend UI with screen routing, overlays, and interactive meters
- Implemented a real-time feeding mini-game with timers, collision detection, and input handling
- Designed adaptive action menus driven by application state
- Debugged complex UI issues involving event propagation and module scope
- Focused on responsive interaction, feedback, and player experience

[Live Demo](#) [Source Code](#)

MuddyGob — Multiplayer Text-Based Game (MUD)

- Developed a real-time multiplayer server with room state and command handling
- Built a browser-based client UI including chat, HUD, and responsive layout
- Implemented inventory systems, presence tracking, and server messaging
- Deployed live services using Render and GitHub Pages
- Emphasized robustness, debuggability, and clear system boundaries

[Live Demo](#) [Source Code](#)

Education

Associate Degree — Multimedia & Web Design

Art Institute of Pittsburgh

Development Approach

- Comfortable working in existing codebases and improving them incrementally
- Uses AI tools for scaffolding, refactoring, and debugging assistance
- Always validates output and fully understands implemented logic
- Values maintainable UI, clear state flow, and user-focused design

© Brian Barrette · SingleFrameGames