CONTACT

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- www.brandonfarnia.com
- glowingsteam

EDUCATION

SOUTHERN NEW HAMPSHIRE UNIVERSITY
Game Programming
- Summa Cum Laude

DE ANZA COLLEGE
Network Engineering

TECHNICAL

- Unreal Engine
- Unity Engine
- IoT
- C# / C++ / Python
- Jenkins
- Git / Perforce / SVN

SKILLS

- Leadership and Mentorship
- Communication
- Initiative & Ownership
- Problem-Solving
- Team Collaboration
- Adaptability
- Time Management

BRANDON FARNIA

GAME ENGINEER

Software Engineer with 7 years experience turned Passionate game developer with a lifelong love for MMOs and the belief that games are a powerful medium to bring people together. Combining a background in screenwriting and engineering, I'm dedicated to creating immersive experiences that connect players through storytelling and innovative gameplay. I see a unique opportunity in web-based games to revitalize and foster meaningful connections in the gaming space.

WORK EXPERIENCE

Azuki Entertainment   JAN 2024 - PRESENT
Senior Game Engineer

- Conceived, pitched, and prototyped innovative game ideas to executives, securing buy-in and commitment for development.
- Fully developed multiple games in Unity and C# targeting WebGL and Mobile with integration into platform specific authentication
- Built and maintained scalable infrastructure for a character creator for Anime.com's identity system targeting mobile and web platforms.

Singularity 6   NOV 2022 - JAN 2024
Game Engineer

- Played a key role on the Mobile/Console team to successfully deliver *Palia* on Nintendo Switch and other platforms.
- Orchestrated Unreal Engine version upgrade, skillfully resolving conflicts within the customized engine codebase.
- Coordinated contractors by providing technical guidance, feature support, and conducting code reviews to maintain quality standards.

GameSim   OCT 2021 - NOV 2022
Game Engineer

- Contributed to the development of an online 3D RPG using Unity and C#, implementing core systems, shaders, and rendering pipelines.
- Provided cross-engine support and consultation for clients, including EA and Universal.

7+ Years of Professional Software Development

Co-Founder - BitDeals.tech
Lead Engineer - Beverage Control Systems
Lead Systems Analyst - Napa Technology

PROJECTS

TicTactics
Cross-Platform casual mobile game
- Optimized Unreal Engine netcode to allow for hundreds of simultaneous matches on a single game server
- Integrated with a custom monolithic backend service to track player purchases, equipment, wins/losses, and other relevant information

Hexed Rune
A unique Tactics game allowing players to compete online
- Developed a server-authoritative architecture to ensure secure and consistent game state management.
- Designed a dynamic ability system for rapid iteration of mechanics.