

Brad Guerrero

Irvine, CA • bradguerrero@gmail.com • bradsta.github.io

Summary

Senior Gameplay Engineer with 7+ years at Amazon Game Studios architecting MMO-scale systems for New World and an unreleased Lord of the Rings title. Expert in itemization, progression, combat, and engine-level optimizations across Unreal, Unity, and proprietary game engines. Proven in leading teams, mentoring, and resolving live exploits in high-stakes environments. Passionate builder shipping independent iOS apps and personal games alongside AAA work.

Work Experience

Senior Gameplay Engineer (SDE III, L6) | Amazon Game Studios *Jul 2018 - Oct 2025*

- Architected itemization, progression, and data systems, including foundational engine-level scripting solutions for the Lord of the Rings MMO showcased in internal demo.
- Led technical direction for a ~10-person progression team on New World, mentoring engineers and designers across complex gameplay behaviors and content workflows.
- Quickly advanced from SDE I → SDE III (L6) by consistently owning high-complexity gameplay systems, leading cross-team initiatives, and resolving New World's most critical live issues.
- Frequently parachuted cross-org to support social, world, combat, and console teams, delivering time-sensitive features and resolving high-severity issues across advanced 3D math, distributed systems, AWS-integrated gameplay services, and console API surfaces.

Gameplay Engineer Intern | Amazon Game Studios *Jun 2017 - Sep 2017*

- Refactored a 3D spectator camera system used during competitive broadcasts of Breakaway.

Freelance Software Engineer | Self-Employed *2012 - 2017*

- Delivered a marketplace app on iOS & Android including a custom PHP/SQL backend.
- Released two Java-based Android games with thousands of users (Spy Maze, Hipster Bird).

Software Engineer | Impulse Software *2009 - 2012*

- Developed Java-based automation software using custom A* pathfinding and heuristics, purchased by tens of thousands of customers and generating millions in revenue.

Education

B.S. Computer Game Science | UC Irvine *2015 - 2018*

- Vice President & Programming Director, Video Game Development Club

Technical

Gameplay Systems: Itemization, progression, economy, scripting, combat, AI, 3D math

Engine/Low-Level: Serialization, data pipelines, debugging tools, optimization, simulation

Tools & Engines: Unreal Engine, Unity, proprietary MMO engines, AWS-integrated services

Programming: C++, C#, Lua, Python, Java, Swift, PHP, SQL

Systems Engineering: Distributed services, persistence models, transactions, concurrency

Platforms: PC, Consoles (Xbox, PlayStation), iOS, Android

Projects

Tab Buddy (iOS, 2025): Published guitar tablature reader app built in SwiftUI.

FER (Unity, 2024): Narrative-rich card game developed with a small team.

Mangos (iOS, 2019): Machine-learning-driven manga reader app built in Swift UIKit.

Live Wire (Unreal Engine, 2018): IEEE Gamesig finalist; built by a 5-person student team.

Additional

Language Skills: English, Spanish

Interests/Hobbies: Guitar (YouTube channel), Baseball