

# Brad Guerrero

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## 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