

Brandon Sharp

Sr. Software Engineer

About Me

Experience

11 Years of professional programming experience.

Skills

- Java, Kotlin, Netty
- C#, .Net, C++, RTOS
- MySQL, Entity Framework, GraphQL
- Typescript, React, CSS3, PHP, Bootstrap
- Roact, Lua, Python
- Raw Binary, Networking
- Mathematics, Problem Solving

Education

Oakland University

Bachelor's of Computer Science

Oakland Community College

Associate's of Software Engineering

Contact

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Portfolio:

<https://brando-s.github.io>

Professional Experience

Luna Pets

Founder & Lead Engineer

2023 - Current

Typescript | Roblox-Ts | Roact | Flamework | Coroutines

An indie Roblox game focusing on Roleplay and Pets (unpublished)

- Written in Typescript using Roblox-Ts and Flamework from scratch
- Design extremely intuitive & engaging gameplay mechanics
- Implements highly efficient game features in Typescript.
- Responsible for managing multiple team members in all areas of the game development life cycle including engineers & artists.
- Designed and implemented aesthetic GUIs using Roact & Roact-Spring focusing on UX.

General Inspection

Independent Software Consultant

2023 - Current

Sr. Software Engineer (2021-2022)

Technical Lead (2022-2023)

C# | .Net | C++ | RTOS | Embedded Systems | Entity Framework

GI is primarily an engineering & automation company.

- Wrote Real-Time machine logic modules to facilitate machine automation in C++.
- Wrote complex and efficient inspection algorithms for processing sensor data.
- Handled project and timeline management to hit deadlines team wide.
- Managed outside consultants and contractors to meet project deliverables.
- Commonly sought out and interviewed new team talent.
- Performed Code Reviews to maintain contributor quality

Lunaris Entertainment

Founder & CEO | Lead Engineer

2018 - 2021

Java | Kotlin | SQL | **Game Design** | Event Architecture | Yourkit

An indie game studio publishing a single multiplayer game Lunaris.

- Built this company from the ground up starting with myself and growing to 6 total employees.
- Peaked at **165 Concurrent Users with over 25,000 registered accounts.**
- Wrote the entire multiplayer networking stack from scratch using Netty 4, capable of supporting over 400 concurrent users connected to a single multiplayer server.
- Responsible for managing all business operations and employees.
- Designed UX oriented GUIs.

Additional Experience

Gaard Tech

Gaard Tech is an electronics company dedicated to inventing products to aid the visually and audibly impaired when navigating the world.

I am the Vice President of Engineering at Gaard Tech. It is my responsibility to lead and oversee all engineering performed by the company, consultants, and outside firms.

Minecraft

Early in my career I worked for many large Minecraft public multiplayer servers making server sided plugins. These plugins allowed us to change the behavior of the game and turned Minecraft into a game engine to build upon.

Please see my portfolio for more information about Minecraft and a list of servers I worked with.