Brandon Hesslau

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WORK EXPERIENCE

Janus Research Group
2023 – 2024

Software Engineer (Contract)   *Remote*

National defense and training solutions provider delivering simulation-based education to government and private sector clients.

- Reduced development time by **20%** through custom Unity tools for automated data handling and workflow optimization.
- Delivered multiple simulations on time by managing scope and performance benchmarks.
- Maintained high-quality standards through rigorous peer code reviews and QA testing.
- **Tech Stack:** Unity; C#; Python; Perforce; Jira;

Desktop Survivors 98
2024 – 2025

Solo Developer   *Rochester, MI*

A fully self-developed PC title blending retro desktop aesthetics with real-time survival gameplay. Featured in an **IGN reveal trailer**, showcased at **PAX 2025**, and achieved **Overwhelmingly Positive** Steam reviews.

- Engineered a custom MonoGame-based engine optimized for high-performance object management, low-level rendering access, minimal file size, and seamless Windows desktop compositing.
- Built a component-based behavior system allowing modular, attachable behaviors to be added to entities for scalable and flexible gameplay systems.
- Managed public promotion, including press outreach, demo preparation, and event showcase logistics.
- **Tech Stack:** MonoGame, C#, HLSL, Git, Aseprite

Not a Sailor Studios
2019 – 2025

Software Engineer   *Chicago, IL*

Independent game studio with multi-platform releases on PC, Nintendo Switch, PS4, and Xbox.

- **Buddy Simulator 1984 (2019–2021)**: Shipped to four platforms, developed multi-perspective movement & interaction systems, branching dialogue logic, and dynamic turn-based combat.
- **Mulligan (2021–2023)**: Built multi-threaded procedural generation systems, integrated multiplayer with synchronized environments, behavior-tree AI systems, and custom in-house level editor tools.
- **Tech Stack:** Unity, C#, Visual Studio, Git

EDUCATION

DePaul University
2017 – 2021

Bachelor of Computer Science   *Chicago, IL*

Concentration in Real-Time Game Systems

CERTIFICATIONS, SKILLS & INTERESTS

- **Technologies:** C++; C#; Python; HLSL/GLSL; MonoGame; Unity; Unreal Engine; Git; Perforce; Visual Studio; Jira; Blender
- **Skills:** Engine Development; Gameplay Systems Design; Performance Optimization; Tool Development; Technical Writing & Documentation; Scrum & Agile Project Management;
- **Interests:** Bouldering; Gaming; Music Composition; Game Jams; *Doctor Who*