

BRIAN HERMAN

Gameplay / Network Programmer

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SUMMARY

Versatile and driven gameplay and network programmer with 5+ years of professional experience delivering multiplayer systems and tools. Proven ability to design and implement complex features, build robust CI/CD pipelines, and optimize network performance across various engines and platforms. Adept at collaborating across disciplines, and rapidly prototyping solutions. Wearer of many hats. Passionate about all things multiplayer.

EXPERIENCE

Network Gameplay Programmer | Sky Castle Studios LLC

May 2023 — May 2024

- Developed gameplay and networking focused systems on an unannounced project.
- Prototyped network features specialized around websockets and a tcp-based solution.
- Prototyped gameplay features for the project, including network game state rewinding and fast-forwarding, local storage of network game state for mid-game reloading, as well as various UI elements.
- Collected network throughput statistics and improved network serialization strategies used by the project.
- Implemented hot-reloading and developed a custom Continuous Deployment pipeline for internal testing of multiple projects.
- Maintained docker images and managed linux-based deployment of current projects and internal microservices.

Tools Used: *C/C++, JavaScript, TypeScript, Node.js, Nginx, Git*

Network Programmer | ACDMY

February 2020 — January 2021, August 2022 — November 2022

- Prototyped and implemented gameplay and multiplayer subsystems for the Synthetic Selection project.
- Rigged animation skeletal structures for creatures in produced cinematics.
- Developed a continuous integration pipeline for the company, and developed other internally-used tools and solutions that tremendously increased productivity.
- Built a RESTful API focused on maintaining user generated content.
- Created a node editor tool for users and developers, purposed around visual scripting and content creation.
- Helped create the Procedural Animation and Inverse Kinematics Systems foundational to the project.
- Developed the ACDMY discord bot still used by the discord community.

Tools Used: *Unity3D, C# .Net, C/C++, Houdini, AWS Platform Tools, FastAPI, LiteNetLib, MySQL, PostgreSQL, Jenkins, Git*

Developer | Babaroga

November 2017 — March 2019

- Acted as a client-focused programmer, assisting 3rd-party AA and AAA studios with development.
- Ported VR game projects between platforms such as Oculus, Viveport, Windows Mixed Reality, Samsung VR, Cardboard, and others.
- Developed and maintained various game titles using Unity, Unreal, and an in-house engine framework.
- Helped optimize and maintain continuous deployment of projects, and built a Subversion-to-Steam pipeline to build with a single click.
- Created an R&D solution for shareholders focused on cloud-rendering 360-video to distribute from a remote unity application to a mobile device.

Tools Used: *C# .Net, C/C++, Java, PHP, Unity3D, Unreal Engine, Android NDK, Oculus SDK, Viveport SDK, AWS Platform Tools, MySQL, Jenkins, SVN, Git, Perforce*

Network Programmer | MasonDogg Studios

May 2016 — January 2018

- Worked as a contract consultant, focusing on multiplayer and network systems.
- Assisted with implementation of gameplay features across multiple project titles.
- Mentored hired interns regarding programming best practices and development workflow.
- Helped improve company-wide meeting efficiency by developing a new structure.

Tools Used: *Unity3D, C# .Net, C/C++, JavaScript, Git*

Instructor | iD Tech Camps

May 2013 — August 2013

- Taught attending campers to develop and create their own projects in a hands-on environment using GameSalad, Unity3D, Obsidian(Engine), Java, C++, RPG Maker VX Ace, and iOS.
- Helped develop a local curriculum and amended existing curriculum to better suit camper situations.
- Attended to campers as a counselor, handled medical needs and day-to-day time structure for activities.

Tools Used: *Unity3D, C# .Net, Java, C/C++, GameSalad, Objective C*

EDUCATION AND CERTIFICATION

DePaul University

2012-2016

B.S. Computer Game Development, conc. Systems Programming

Diversity, Equity, & Inclusion in the Workplace V4.1

(Traliant, July 2023)