# James Friedenberg

**Software Engineer and Game Developer**

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## SUMMARY

Software Engineer currently at Mojang Studios focused on Creator Tools, live events, and automated multiplayer performance testing. Strong background in AAA game design and development, frontend web development, and automated testing. Proven track record driving cost savings in cloud spend and QA labor, scaling live event infrastructure, and delivering prototypes that reached millions of players.

## SKILLS

### Languages

TypeScript, JavaScript, C#, C++

### Frameworks

React, Angular, Node.js

### Tools

Git, Microsoft Azure, Vite, Webpack, Several UI Libraries

## EXPERIENCE

### Mojang Studios (Insight Global Contract)

SOFTWARE ENGINEER

MARCH 2022 - PRESENT

- Collaborated with gameplay designers and engineers to craft engaging, thematic live events in Minecraft.

- Developed prototype systems for the Minecraft Legends 2023 promotional live event (arena battles and in-game cutscenes), supporting **3M+ players** and delivering estimated marketing value of **$3M–$6M USD**.

- Co-engineered Minecraft Bedrock's first automated multiplayer performance testing framework, maintained and iterated for 3.5 years, preventing regressions and reducing QA and hosting costs.

- Identified and validated true server capacity, increasing safe player-per-server limit from **10 ➜ 80** and improving capacity 8x, enabling denser player slots with no major degradation.

- Built and shipped a modern React conversion of the Gatherings Management tool (McG), integrated it into the Auger site, and enabled distribution to creators outside Mojang with minimal ongoing engineering overhead.

- Transitioned to Marketplace team, contributed to MCTools (complex multi-platform content management), expanded content validators, and reduced manual review workload while improving Marketplace content quality.

- Added advanced telemetry to MCTools via Application Insights, instrumenting custom events and metrics that cut debugging and support time and provided actionable operational insights.

- Covered multiple roles on the Live Events team, avoiding additional hires and saving Microsoft and Insight Global onboarding and salary expenses.

## DIGARC (Modern Campus)

QA AUTOMATION ENGINEER

MARCH 2021 - MARCH 2022
- Updated and maintained over 3000 automated web tests, ensuring reliable frontend regression coverage.

- Led Agile team meetings, assessing release readiness and quality for production deployments.

- Created test plans and coordinated progress tracking across development and QA teams.

## Andromeda Systems Incorporated

SOFTWARE DESIGN ENGINEER IN TEST

AUGUST 2019 - MARCH 2021
- Automated a large suite of previously manual test cases for an inventory management application used by the U.S. Navy, boosting consistency and deployment confidence.

- Engineered Angular components for administrative tools, combining database queries with UX enhancements to improve client operations.

**Lenel Systems International**

QA AUTOMATION ENGINEER CO-OP

JANUARY 2018 - AUGUST 2018
- Worked on an Agile team developing a cloud-based product, contributing JavaScript Selenium WebDriver automated tests.

- Participated in product design meetings and collaborated on frontend feature testing and improvements.

# EDUCATION

**Rochester Institute of Technology**
BS in Game Design and Development
August 2015 – May 2019