

JONATHAN BRO

GAME PROGRAMMER

SOCIAL

 [linkedin.com/in/jonathanbro](https://www.linkedin.com/in/jonathanbro)


 @J_A_Bro

PROJECTS

 <https://nomy1.github.io>

CONTACT

 hello.jonbro@gmail.com

 United States (Open to relocation)

 US Permission to Work

SUMMARY

Game programmer with 8+ years creating interesting experiences. Loves to tinker with new technology.

RELEVANT SKILLS

- Unity 3D
- iOS Development
- Android Development
- XR Development
- Phaser
- Flutter
- Git

PROGRAMMING LANGUAGES

C# | Swift | Dart | Typescript | C++
Go | Kotlin

SPEAKING

- Native English
- Professional working proficiency in Japanese

INTERESTS

- Learning game frameworks/engines
- Playing with new programming paradigms and languages
- Experimenting with Digital Authoring Tools
- Games (RPG, FPS, MMO, Strategy, Platforming, Puzzle... too many to list)

WORK EXPERIENCE

Game Developer

PerBlue Entertainment

March 2023 - March 2024

1 year

- Developed unannounced multiplayer action game using the Photon Quantum plugin.
- Implement features and provide live-service support for the NFL Rivals sports action and collectible card game.

Game Developer

Fantamstick, Ltd. (Tokyo)

February 2019 - February 2023

4 years, 1 month

- Lead developer for mobile game with over 2,000 organic reviews (4.4 star rating).
- Developed process and guidelines for team to rapidly produce HTML games using the Phaser game framework with Typescript for a client.

Game Developer

MoonIsland Factory, Ltd. (Tokyo)

February 2015 - January 2019

4 years

- Implemented AI for arena gametype for an online multiplayer action RPG title using behavior trees.
- Procedurally constructed with 3D primitives simple buildings in AR using Vuforia SDK.
- Developed front-end battle screen featuring client-side prediction and server reconciliation with hand-built behavior tree driven AI.

Field Service Engineer

DCG Systems (acquired by FEI in 2015).

June 2010 - November 2013

3 years, 5 months

- Specialized in diagnosis and repair of 200mm/300mm wafer analysis Electrical Failure Analysis (EFA) systems for the Asia region. Later promoted to Field Service Manager.

LSI Hardware Engineer

Inventure (acquired by Synopsys in 2012).

October 2007 - May 2010

2 years, 7 months

- Designed, developed, and tested against PCI Express, USB, OCP hardware specifications using Verilog hardware lang.

EDUCATION

Bachelors of Science

University of Memphis (Cum Laude, 2006)

- Bachelors of Science in Electrical Engineering
- Bachelors of Science in Computer Engineering