SHARON BRYANT

Ellicott City, MD | 571-830-8231 | sharon.suji.bryant@gmail.com | SharonSB99.github.io
References available upon request.

WORK EXPERIENCE

Midsummer Studios - Hunt Valley, MD

<u>Associate Gameplay Engineer</u>   **Nov 2025 - Present**
- Expanded upon interaction system with the 5.6 Unreal Engine upgrade to SmartObjects, Gameplay Interaction State Trees
- Improved character AI interaction scoring and method of implementing custom behavior

<u>Junior Gameplay Engineer</u>   **Jul 2024 - Nov 2025**
- Designed a new Interaction System from scratch including a new character AI state tree and director component to further control character behavior
- Used Mongoose to add an experimental multiplayer mode of our game that players could join on their phones couch co-op style
- Owned several core gameplay systems for our Vertical Slice like Mood, Pickups, Character Objectives, Character Experience, Cost/Reward Modifiers, Doorways to manage character entrances/exits, and Confessionals using proprietary software and Flow Graph
- Created a number of ImGui tools like a Game Effects browser that collects Unreal Assets using the Asset Manager to greatly reduce manual QA time
- Designed and animated core UI screens and HUD elements using Common UI
- Used Audacity to make custom sound effects and ambient music

Amazon Web Services (Outposts) - Arlington, VA

<u>Software Engineer L4</u>   **Jan 2022 - Jul 2023**
- Developed a key component of a months-long service redesign in Kotlin to enable partial updates to Outpost hardware, achieving up to 10× faster computation and doubling capacity.
- Designed a path to a full CI/CD service pipeline, building essential testing infrastructure with CloudFormation and Bash scripting.
- Improved operational safety and monitoring, enabling safer deployments.

Johns Hopkins University Applied Physics Lab - Laurel, MD

<u>Software Development Intern</u>   **Jun 2020 - Aug 2020**
- Created a Kibana plugin using React to help visualize unusual login activity over a network
- Converted an existing web application page to VueJS to improve data filtering and visualization for data analysts

<u>Software Development Intern</u>   **May 2019 - Aug 2019**
- Redesigned Docker container orchestration to reduce computation time of evaluating object detection algorithms
- Created a custom Docker container to run logic that re-orders live RTSP stream frames
- Utilized Javascript to make frontend more accessible for data analysts

EDUCATION

University of Virginia, Charlottesville, VA
Bachelor of Science in Computer Science, *May 2021*
Honors: Cum Laude

SKILLS

C++, Unreal Engine, Perforce, Git, Python, EC2 Services, Javascript, React