Brian Kenji Stong

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Portfolio • LinkedIn • GitHub • Medium • Itch.io

Summary

Game Developer with a strong foundation in software engineering and a passion for action-adventure games. Focused on crafting immersive worlds, satisfying combat, customization, and intuitive UI. Driven to create experiences where players get lost in exploration, feel the thrill of victory, and love how their character looks and plays. Open to Gameplay, UI, and Generalist Game Programmer roles using Unreal Engine and Unity.

Skills

Languages & Tools: C#, C++, Git, Visual Studio, T-SQL, HTML, CSS, JavaScript
Game Engines: Unity, Unreal Engine (Blueprints & C++)
Other: .NET, SQL Server, Angular, Bootstrap, RESTful APIs, Agile/Scrum

Projects

COZY ISLAND | Solo Developer | **Download from Itch.io**
Tech: Unreal Engine, Blueprints
A relaxing resource-gathering game inspired by calming ASMR audio.
- Built a **modular resource tracking system** for buildable actors
- Implemented a **hybrid collision/line trace interaction system** using custom object and trace channels
- Created a **footstep audio system** leveraging physical material detection via trace

GALAXY SHOOTER | Solo Developer | **Play on Itch.io**
Tech: Unity, C#
*Horizontal space shooter with difficulty inspired by **Dark Souls**.*
- Designed a **multi-phase boss** with regenerating shields, destructible generators, and timed vulnerability
- Implemented a **time-slowing boost**, homing missiles, and space bombs for high-impact tactical play
- Developed **strategic power-up mechanics** that must be earned and used wisely

MECH TOWER DEFENSE | Solo Developer | **Download from Itch.io**
Tech: Unity, C#
Endless tower defense game with deployable, repairable, and upgradeable towers.
- Created an **indirect-fire missile launcher** for targeting heavy mechs
- Built a **responsive HUD** that flickers yellow on damage, turns red at low health, and resets on restart
- Designed **tower mechanics** including deployment, repair, and upgrades for adaptive strategy

Experience

SOFTWARE ENGINEER | March 2021 – April 2025
Truckstop – Remote
- Developed RESTful APIs and frontend features to improve UX and accessibility
- Collaborated remotely with cross-functional teams in weekly deployment cycles

WEB DEVELOPER | June 2017 – March 2021
RMIS – Westlake Village, CA
- Maintained custom client websites, contributed to automated testing
- Supported QA and deployment processes

Education

University of California, Irvine – Irvine, CA | Bachelor of Science
Biological Sciences, 2010