

Brian Kenji Stong

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[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: Unreal Engine (Blueprints & C++), Unity

Other: .NET, SQL Server, Angular, Bootstrap, RESTful APIs, Agile/Scrum

Projects

COZY ISLAND | Solo Developer

Tech: Unreal Engine, Blueprints

A relaxing resource-gathering game inspired by soothing ASMR audio. Developed a modular resource tracking system for buildable actors, a hybrid collision/line trace interaction system using custom object and trace channels, and a footstep audio system using physical material detection via trace. [Download from Itch.io](#)

GALAXY SHOOTER | Solo Developer

Tech: Unity, C#

Horizontal space shooter with difficulty inspired by *Dark Souls*. Designed a multi-phase boss battle with regenerating shields, destructible generators, and timed vulnerability. Implemented a time-slowness boost, homing missiles, and space bombs with expanding visual radius for high-impact tactical play. Power-ups must be earned and used strategically. [Play on Itch.io](#)

MECH TOWER DEFENSE | Solo Developer

Tech: Unity, C#

Endless tower defense game with deployable, repairable, and upgradeable towers. Created indirect-fire missile launcher for targeting heavy mechs. Designed responsive HUD that flickers yellow on damage, red at low health, and resets on restart to reinforce player state. [Download from Itch.io](#)

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

WEB DEVELOPER | April 2017 – May 2017

InBody USA – Cerritos, CA

- Maintained company website and helped build new marketing platform with improved structure and flow

Education

University of California, Irvine – Irvine, CA | Bachelor of Science

Biological Sciences, 2010