

JAYBEN BUSHNELL

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<https://www.linkedin.com/in/jayben-bushnell/> | Native English - Proficient Japanese

Professional Summary

Senior Software Engineer with 9+ years of experience in Unity3D and C#. Proven success delivering large-scale multiplayer games to millions of players, combining deep technical expertise in performance optimization with leadership in shipping cross-platform titles. Track record of delivering major features on time.

Skills

- Unity3D
- Java
- C++
- C#
- Objective-C
- Git
- Network Programming
- JavaScript / JSON
- Object-oriented programming

Work History

Software Engineer / HypGames, Inc. - Remote / Apr 2021 - Present (4yrs 5m)+

• PGA Tour Pro Golf

- Lead client software engineer, responsible for all aspects of the client and server codebase to develop, [PGA TOUR Pro Golf](#) Apple Arcade (iOS, macOS, AppleTV)
- Created an emoji system that renders any emoji combination with the native text rendered using Objective-C, bringing the captured native rendered emojis into Unity to be displayed in-game.
- Delivered the project months ahead of schedule, earning praise from Apple.

• Ultimate Golf!

- Leading client software engineer on [Ultimate Golf!](#) (10M+ downloads), (iOS, Android).
- Rewrote the main gameplay loop game mode to allow for live spectating of your opponent.
- Maintaining the codebase through large-scale refactoring and establishing best practices.
- Leading a team of 3 software engineers to develop large features. (Mini golf, Guilds, Spectating)
- Identified memory allocation issues using profiling and reduced memory usage by 50%
- Proven track record of accurately estimating timelines for major features and consistently delivering them on schedule with my team.

Unity Game Developer / Contec Games. - Remote / Oct 2016 - Apr 2021 (4yrs 7 m)

• King of the World

- Launched [King of the World](#), a multiplayer RTS game on Steam, developed the client and server using Unity3D.
- Implemented a combination of client-side prediction, lockstep protocol, and UDP packet transfer to create a smooth experience for even laggy connections with tens of thousands of entities.
- Integrated the Steamworks.net API to create achievements and in-game purchases.

Solo Game Developer / Self-Taught Developer / 2009 – 2016

- Built foundational skills in Unity, C#, and C++ through self-directed projects, starting with Game Maker at age eight.
- Developed multiple small-scale mobile games and self-published to the app store and Google Play Store, honing gameplay programming and UI design to prepare for professional roles.