

Jayben Bushnell

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[LinkedIn](#) | [Github Portfolio](#) | Native English - Proficient Japanese

10+ Years Professional Unity Game Engineering
Shipped PC & Mobile Titles, Full Lifecycle Ownership, Engineering Leadership

Work History

Senior Software Engineer / HypGames, Inc. - Remote /

Apr 2021 - Present (5 years)

Lead Unity engineer architecting gameplay systems, performance-critical features, and cross-platform clients in Unity/C# for high-engagement sports-titles; led teams, mentored engineers, and delivered iterative updates in collaborative remote environments.

- **PGA Tour Pro Golf (4.8/5)**

- Unity / C# Architecture — Owned full client codebase from prototyping to launch, delivering ahead of strict platform deadlines with rare Apple praise for quality and adherence.
- Cross-Platform Systems — Designed responsive UI framework with safe areas, adaptive scaling, and layout handling, enabling seamless single-codebase support across diverse devices and form factors.
- Localization & Integration — Implemented dynamic font systems and data localization pipelines supporting multiple languages (including Asian), ensuring accessible narrative and UI elements.

- **Ultimate Golf! (20M+ Downloads)**

- Gameplay Prototyping & Iteration — Rewrote core gameplay loop to enable real-time spectating/replays and new modes (e.g., mini-golf with custom physics), iterating rapidly based on player feedback to boost engagement.
- Performance Optimization — Profiled memory and allocations, reducing usage by 50% for stable large-scale sessions; applied deep Unity performance knowledge to maintain smooth experiences.
- Team Leadership & Mentoring — Directed a 3-engineer team on major features; mentored for autonomous delivery, set realistic timelines, and coordinated cross-discipline collaboration in remote setup.
- Systems & Backend Sync — Maintained Java backend integrations with Unity client for live features, backward-compatible migrations, and data handling, supporting seamless updates without breaking existing players.

Unity Game Developer / Contec Games. - Remote / March 2016 - Apr 2021 (5 years 1 month)

Shipped King of the World, a real-time multiplayer RTS on Steam (PC), owning client-server architecture in Unity/C# with focus on networked gameplay, monetization, and user tools.

- **King of the World - Steam**

- Unity / C# & Game Architecture — Led full development lifecycle: concept, prototyping, programming, testing, optimization, launch, and post-launch support for a tactical multiplayer title.
- Multiplayer & Tactical Systems — Engineered client-side prediction, lockstep protocol, and UDP/RPC networking for smooth real-time synchronization with thousands of entities on variable latency—adaptable principles for turn-based/tactical mechanics.
- Steam Integration & Monetization — Implemented Steamworks.net for in-game purchases, cosmetics, achievements, enabling PC revenue and community features at launch.
- User Tools & Content — Built in-game map editor for player-created maps/sharing, extending replayability and community-driven content in a systems-heavy game.

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

- Independent Projects
 - Built foundational Unity/C# expertise through self-directed PC/mobile prototypes, emphasizing multiplayer systems, deployment, and full-cycle shipping.
 - Multiplayer Prototyping — Developed networked prototypes with self-hosted servers, experimenting with real-time mechanics and performance to hone systemic thinking.
 - PC/Mobile Publishing — Self-published titles to Steam precursors, App Store, and Google Play, mastering UI/UX, optimization, iteration, and player feedback loops.

Skills

- Core Technologies
 - Unity Engine • C# (.NET) • Game Architecture & Systems Design
- Leadership & Collaboration
 - Engineering Leadership • Mentoring Junior Programmers • Remote Team Coordination • Iterative Development & Prototyping • Cross-Functional Communication
- Performance & Optimization
 - Memory & Performance Profiling (50%+ Reductions) • Deep Unity Optimization • Cross-Platform Scaling & Compatibility
- Networking & Gameplay Systems
 - Real-Time & Tactical Multiplayer • Client-Side Prediction • Lockstep & UDP/RPC • Gameplay Mechanics & Balancing
- Tools & Integrations
 - Git • Steamworks.net (IAP, Achievements) • Localization & Internationalization • Cross-Platform UI/UX • AWS Deployment
- Other Strengths
 - Full Lifecycle Shipping • User-Generated Content & Tools • Object-Oriented Design Patterns • Problem-Solving & Resourcefulness