

# Bret Abel

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I am a detail-oriented and self-guided programmer with a diverse background in professional engineering and education experience related to game design. I have a PE's broad understanding of Bungie's internal tools and workflows, meaning I'll hit the ground running and already have good rapport with many people at the studio.

## Skills

C++, C#, .bs and activity scripts in Tiger/Grognok • Technical writing • Desk-side support • Written and verbal communication • Breaking down complex technical problems • Cross-disciplinary Team collaboration • NPC / AI Behavior Trees • Algorithms and Data Structures • Logic and Control Flow • Jira, Confluence, TFS • Agile / Scrum methodology

## Experience

JULY-AUG 2024

### Production Engineer | Bungie | Bellevue, WA

- Received an MLP just before the RIF, so at least you know it wasn't my performance.
- Participated in **Marathon playtests** and yearned for an open position on the team.
- I was embedded in RAD, Vanguard, and then "AIR" Support.
- Ad-hoc bug burndown to help design and engineering teams with tight deadlines. This ranged from implementing gameplay features to investigating world editor crashes.
- Submitted code reviews to senior core engineers (especially on the encryption project) and did code reviews for activity designers and other production engineers.
- Wrote and updated the company knowledge base with tutorials and technical documentation. In 2023 I was the #1 most prolific author in the PE department.
- Automated the creation of game design documents in Confluence with a one-click solution that standardized raid/dungeon docs and saved hours of tedious setup.
- Organized meetings between design and engineering leads to discuss risks and trade-offs of new feature requests.
- Performed root cause analysis on internal tools bugs, navigating Bungie's C++ code base and logs with thousands of lines of text.
- Resolved tools bugs or escalated to appropriate engineering teams.
- Supported an engineering team with the roll-out of new encryption technology, teaching designers how to set up encrypted packages with an XML schema.
- Reactive support: both embedded within a team as a first-responder and on a rotational help desk shift, I resolved issues myself or escalated to the appropriate team(s).
- Proactive support: meeting with ICs and team leads to identify and resolve pain points, especially those with potential for automation.
- Wrote and maintained new and pre-existing C# scripts in LinqPad to automate mundane tasks such as duplicating content and creating folder skeletons for new content.

- Proactive professional development: I documented my achievements, framed in the context of the requirements for a promotion, in preparation of our bi-yearly “PD cycles.” I also had weekly stand-ups with my supervisor and his other reports.

NOV 2021 – JULY 2024

#### **Associate Production Engineer | Bungie | Bellevue, WA**

- Same as above, but with a different title.

SEP 2022 – AUG 2024

#### **Co-Lead, Pride@Bungie | InfoSys | Raleigh, NC**

- Participated in character reviews for Marathon.
- Met directly with c-suite leadership to discuss issues and events related to P@B’s mission.
- Organized Bungie’s participation in Seattle Pride 2023 and 2024.
- Acted as a liaison with one of Bungie’s charity partners, It Gets Better.

NOV 2020 – NOV 2021

#### **Associate Software Engineer | InfoSys | Raleigh, NC**

- On an ETL infrastructure team, I worked on data pipelines for a bank merger.
- In-house Hadoop certification.
- Weekend on-call shifts to ensure 24/7 coverage.

BEFORE 2020

#### **Various part-time and volunteer experience**

During college, I worked a variety of jobs tutoring/teaching programming and game design (mainly Python, Java, and Roblox’s version of Lua) in small group and 1:1 settings. I also volunteered as a classroom aide in high school programming courses.

#### **Personal**

I have some projects on my portfolio to show my familiarity with setting up NPC AI in Unreal Engine and also in Roblox Studio. Certain aspects of Roblox scripting are arguably more similar to Bungie activity scripting than Unreal blueprints or C++ because Roblox is an inherently live-service platform and Lua is similar in syntax to .bs scripts, so please take a look!

## **Education**

MAY 2020

#### **B.S. in Computer Science | University of Puget Sound | Tacoma, WA**

- Double major in Japanese Language and Literature
- 3.4 GPA | Phi Eta Sigma National Honor Society
- Received a grant from Google to found a tutoring club called Beta Coders. We were embedded in local high school classes related to programming, web development, and game design, ranging from regular enrollment to AP courses. I served in leadership as the recruitment coordinator for new club members, negotiating with professors to let club members give presentations in entry-level comp-sci classes.