

# Brinsley Blackwood

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Passionate. Team-focused. Self-motivated. Proactive. Creative. Hard-working. Fast learner.

## Game Developer | Software Engineer

- Experienced software engineer with a background in game development and design, currently working in the drone industry.
- Proven track record of delivering projects on schedule, to the highest quality whilst working across multiple projects as part of multiple teams.
- Personal drive and dedication towards self-improvement which motivates to learn new skills/technologies and work outside of comfort zone.
- Able to work independently but most effective when working as part of a close-knit team dynamic, where team members help each other grow.
- Experience in managing and growing teams, both in terms of team size and cohesion as well as skills development.

## Technology Summary

- |                         |         |                         |
|-------------------------|---------|-------------------------|
| • JavaScript/TypeScript | • AWS   | • MySQL                 |
| • Nodejs                | • C#    | • MongoDB               |
| • React                 | • Unity | • Jest / Vitest / XUnit |
| • Storybook             | • PHP   | • Github Actions        |

## Key Skills

- |                            |                           |                         |
|----------------------------|---------------------------|-------------------------|
| • Architectural Design     | • Agile Methodologies     | • Defining Requirements |
| • Creative Problem-Solving | • Technical Communication | • Collaboration         |
| • Design Interpretation    | • Project Estimation      | • Team Motivation       |

## Professional Experience

### Dronecloud, 2022 to Present

Defining the future of drone operations.

#### **Senior Software Engineer**, 2022 – Present

As part of a small development team I design and develop solutions to provide a platform for businesses to plan, carry out and grow their drone operations. Part of this role also involves guiding the design and feel of the software with the goal of providing a modern, intuitive user experience.

### Seatfrog, 2021 to 2022

Working with train operators to improve passenger experience.

#### **Software Engineer**, 2021 to 2022

Working as part of a small, back-end team to design, develop and maintain solutions to support mobile and web applications; built using a serverless microservice architecture utilising a multitude of languages and technologies.

## Switch Studios, 2017 to 2021

Developing premium, high quality table games for online casinos. Progressing through promotions has entailed taking on additional responsibilities, almost never shedding any previous responsibilities.

### **Development Team Lead, 2019 to 2021**

Supporting the professional (skills/knowledge) and personal development of developers working across multiple teams. Providing feedback to inform the strategic direction of the development team as a whole, and the Studio.

- Working with teams and Product Managers to ensure project timescales are accurate and kept up to date based on progress and new information.
- Communicating information and ideas from the Leadership Team to the relevant teams/individuals.
- Defining strategies for the architecture and development of projects to streamline new development and maintenance on products already live or in active development.
- Ensuring that development teams are aware of (legal) regulatory requirements and how we comply with them.
- Working with other leads to ensure allocation of people on projects is effective and facilitates growth that those individuals require.

### **Senior Client Developer, 2018 to 2019**

Supporting development of products across multiple cross-functional teams, and other technical aspects of the wider business. Some Project Management/Product Ownership responsibilities to aid in the estimation of realistic delivery timelines.

- Communicating technical concepts/problems/solutions with non-technical people to facilitate a culture of collaborative problem-solving and general understanding.
- A point of contact for troubleshooting integration issues with external service teams within the wider organisation.
- Developing valuable relationships with those external teams and gaining a broader knowledge of their dependencies and bottlenecks to better feed in to internal processes.
- Working with Artists and Designers to build reusable components that feed in to the overall Studio brand, ensuring uniformity in development approaches and consistency in UI/UX.
- Standardising best practices for developers across multiple teams, leading to process improvements and efficiencies across multiple departmental disciplines.
- Collaborating with other developers to design and implement architecture improvements, increasing productivity and overall game performance.

### **Client Developer, 2017 to 2018**

Collaborating in a team-focused environment to develop casino table games using TypeScript/JavaScript, HTML, CSS, and Adobe Animate.

- Developing and maintaining custom framework (built from the ground-up) – utilising various libraries and frameworks – along side developing the products built on top of it.
- Working with other developers to ensure code is clean, reusable and optimised.
- Working with Artists and Designers to interpret technical and functional requirements from conceptual designs.
- Facilitating the implementation of Agile/SCRUM methodologies within development teams.

## Sliding Pixel Ltd., 2011 to 2017

Design and development of social, multiplayer games in the browser and on mobile.

### Software Developer, 2011 to 2017

As part of a small team, developed games for web (Facebook Canvas), Android and iOS using Flash/ActionScript 3, Unity and C#.

- Worked with Software Architect to build core client codebase for the Flash games, implementing more game/gameplay-specific elements with more autonomy.
- Developed and maintained the foundation of the multiplayer infrastructure used by all games developed, catering for both synchronous and asynchronous communication – dependent on the game client requirements.
- Designed and implemented gameplay systems used across multiple games from end-to-end, including: database design, server side logic/validation, client request/response handling.
- Worked closely with Software Architect to convert our server-side components for our live (and in-development) games running on MySQL databases over to a from-the-ground-up Couchbase-based solution – prior to their introduction of N1QL and other MySQL-like features.
- Worked closely with Lead Designer to build responsive UI solutions.
- Worked along side another developer to design and implement server-driven AI for a number of the products in development.