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

Key Skills

- Mentorship
- Architectural Design
- Creative Problem-Solving
- Design Interpretation
- Collaboration
- Agile Methodologies
- Technical Communication
- Project Estimation
- Leadership
- Defining Requirements
- Team Motivation
- Strategic Planning

Professional Experience

Dronecloud, 2022 to Present

Defining the future of drone operations.

Tech Lead, January 2024 – Present

Alongside my role as a Senior Software Engineer, I am also responsible for guiding the technical direction of the development team, ensuring that the team is working effectively and efficiently, and that the software is being developed in a way that is maintainable and scalable. I also work closely with the Product team to ensure that the software is being developed in a way that meets the needs of the business and our customers.

- Defining security policy to ensure compliance with ISO 27001 standards, with a view to achieve and maintain ISO certification.
- Performing skills gap analysis and working with founders to define long term growth strategy for engineering team – not just bringing in more people but helping to grow the people we already have.
- Working with engineers to define goals for their professional growth and put in place measures to help support that growth.

Senior Software Engineer, March 2022 – January 2024

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.

- Working with other engineers to develop strategies to ensure consistency in code and general approaches in order to make an inherited monolith (extended MVP) stable, maintainable and easier to break apart to suit long term architectural goals.
- Refining CI/CD strategy and standardising the approach across services.
- Leading discussion around long term goals for product architecture and ensuring a shared, agreed-upon vision for what that is and how we move towards it.
- Leading the UX development of new features being introduced to the platform.
- Developing UI designs (using Figma) in collaboration with the Product team to enable developers to get a feel for how features should be presented in the frontend.
- Evaluating coding standards to keep consistent across repositories, languages and general project structure to minimise context-switch impact.
- Actively participating in the hiring process for new engineers to ensure they fit the current and future requirements/goals of the business.

Seatfrog, 2021 to 2022

Working with train operators to improve passenger experience.

Software Engineer, March 2021 to March 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.

- Worked with CTO and engineering team to design (architecture) and implement (backend code, infrastructure) flow for customers to buy train tickets through the app.
- Worked with designers to understand the requirements of the user journey in order to ensure the backend supported their vision and what they wanted to deliver to end users.
- Evaluated technologies that could help improve overall developer experience.

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. At each level I was part of the interview process for new hires in the development team(s).

Development Team Lead, January 2019 to March 2021

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

- Worked with teams and Product Managers to ensure project timescales are accurate and kept up to date based on progress and new information.
- Communicated information and ideas from the Leadership Team to the relevant teams/individuals.
- Defined strategies for the architecture and development of projects to streamline new development and maintenance on products already live or in active development.
- Ensured that development teams are aware of (legal) regulatory requirements and how we comply with them.

- Worked with other leads to ensure allocation of people on projects was effective and facilitated growth that those individuals require.

Senior Client Developer, June 2018 to January 2019

Supported 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.

- Communicated 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.
- Developed valuable relationships with those external teams and gaining a broader knowledge of their dependencies and bottlenecks to better feed in to internal processes.
- Worked 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.
- Standardised best practices for developers across multiple teams, leading to process improvements and efficiencies across multiple departmental disciplines.
- Collaborated with other developers to design and implement architecture improvements, increasing productivity and overall game performance.

Client Developer, March 2017 to June 2018

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

- Developed and maintained custom framework (built from the ground-up) – utilising various libraries and frameworks – along side developing the products built on top of it.
- Worked with other developers to ensure code is clean, reusable and optimised.
- Worked with Artists and Designers to interpret technical and functional requirements from conceptual designs.
- Facilitated 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, August 2011 to March 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.