

# Bryan Chacosky

Software Engineer

[bryanchacosky@gmail.com](mailto:bryanchacosky@gmail.com) | <https://linkedin.com/in/bryanchacosky> | Seattle, WA

## Summary

Software engineer with experience in developing multi-platform games and apps using a diverse set of technologies. Highly effective in individual contributor roles with the opportunity to make a strong impact.

## Professional Experience

### Senior Software Engineer at OkLetsPlay

September 2019 - May 2021

- Developed the [OkLetsPlay](#) app, a cross-platform app for mobile, desktop, and web, hosting esports tournaments and custom cash matches, using Clojure/Script.
- Led front-end development, contributing over 80% of the codebase post-hire.
- Adapted to ever-changing business and community needs to provide the best possible experience for our users.
- Realized UI/UX mockups in-app to satisfy design and business requirements.
- Learned functional and data-driven programming in a professional environment.

### Senior Game Engineer at Monomi Park

January 2019 - September 2019

- Developed [Slime Rancher](#), a multi-platform game for PC, Xbox, and Playstation, using C# and Unity.
- Led development on [Viktor's Experimental Update](#), Slime Rancher's most positively reviewed major update on Steam.
- Realized core gameplay features and performed an integral role in each update.
- Empowered designers to rapidly iterate using custom tools and workflows.

### Game Engineer at Monomi Park

November 2017 - December 2018

- Led development on [The Automatic Update](#), improving Slime Rancher's overall reviews to 98% positive.
- Collaborated directly with designers and artists to design, develop, and iterate.

- Advocated for improvements in automation, tooling, and engineering best practices.

## **Software Engineer II** at Tinyco, Inc.

June 2016 - October 2017

- Developed [Marvel: Avengers Academy](#), [Futurama: Worlds of Tomorrow](#), and more, which amount to ~50 million installs across Android and iOS, using C++.
- Optimized the manual testing process by working directly with QA to automate tests, reducing the required tests duration and improving accuracy.

## **Game Engineer** at Minogames, Inc.

June 2015 - May 2016

- Developed [Mino Monsters 2: Evolution](#), a multi-platform game for Android, iOS, and web, using Haxe.
- Helped stabilize, add native mobile support, and ship the game live within 3 months of starting at the company.

## **Game Engineer** at Three Rings Design (SEGA)

January 2014 - May 2015

- Developed Super Monkey Ball Bounce and more, for Android and iOS, using Java.
- Contributed to the multi-platform game engine and custom tooling.

## **Mobile Engineer** at BrickSimple, LLC.

January 2011 - December 2013

- Developed, designed, and maintained native Android and iOS apps for clients.
- Led development on Appets, a social simulation game published by Ohio Art.
- Oversaw client needs as the sole developer on most projects.

## Education

### **DigiPen Institute of Technology**

2006 - 2010

B.S. in Real-Time Interactive Simulation

Minors in Mathematics and Physics

## Additional Skills

**Languages:** C#, C++, Clojure, ClojureScript, Objective-C, Java, Haxe

**General:** Unity, iOS, Android, Git, Jira, Automated Testing, NoSQL

**Soft:** Team Collaboration, Self-motivated, Dependability, Problem-solving