Bryan Chacosky

Gameplay Programmer

bryanchacosky@gmail.com | https://linkedin.com/in/bryanchacosky | Seattle, WA

Summary

Gameplay programmer 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.
- Lead 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 Software 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.

Software Engineer at Monomi Park   November 2017 - December 2018

- Led development on Mochi's Megabucks Update and The Automatic Update, improving Slime Rancher's overall reviews to 98% positive.
- Collaborated directly with designers and artists daily 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: Clojure, ClojureScript, C#, C++, Objective-C, Java, Haxe

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

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