

BRYAN KHAMLY

SOFTWARE ENGINEER • UNITED STATES, CALIFORNIA • 714-383-2580

◦ DETAILS ◦

United States, California
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◦ LINKS ◦

[Portfolio](#)
[Linkedin](#)

◦ SKILLS ◦

C++
C#
JavaScript
Python
Unity
Unreal
Godot
REST
CRUD



PROFILE

I'm a reliable programmer who's worked in the video game industry. I enjoy working in an Agile environment and I take the initiative to create tools to help designers on the project. I enjoy working on game development projects, and expanding my knowledge on new software engineering technologies.



EMPLOYMENT HISTORY

Game Programmer at Team73

2023 — 2023

- Core Gameplay Systems
- Multiplayer and Networking

Software Engineer at One Tap Studios

May 2020 — October 2020

- Lead and managed a team of people to create a multi-player survival game
- Collaborated with artists to create gameplay systems and building mechanics
- Interested investors include PlayVentures, Tencent and Gamigo

Software Engineer at Broken Circle Studios

October 2019 — April 2020

- Full stack engineer for mobile and PC games
- Created executive dashboards to administrate user data
- Performance optimizations and PC to console porting
- Communicated in teams to exceed client expectations
- Shipped titles worked on include [Osiris New Dawn](#)



AWARDS

LCAD Hot Jam - Winner

March 2021 — March 2021

- Collaborated in a team of 5 to create a video game following a theme in 5 days called [Hot Pot Rampage](#)
- Lead Programmer, created core gameplay systems and AI
- Won 1st place, with Best Art Award and Community's Pick

UCLA Hackathon - Best Unity Hack

March 2018 — April 2018

- Managed a team of 3 to create an action-packed virtual reality video game called [Invasion](#)
- Created artificial intelligence for characters and integrated project resources



PERSONAL PROJECTS

Portfolio

www.bryankhamly.com



REFERENCES

- References available upon request