



## Mark Manson

markmansonwork@gmail.com • [www.backpacksolutions.net](http://www.backpacksolutions.net)  
<https://www.unlitgames.com/>

### OBJECTIVE: UNITY ENGINEER

#### PROFILE

- Senior level developer
- Professional experience in game development design and debugging.
- Proficient and effective in using languages and implementation using C# and Java, and JSON.
- Proficient in VR/AR video game development.
- Experience in front end development with Python, PHP.
- Strong analytical and critical reasoning ability, and solid troubleshooting and problem solving skills.
- Experience working on rapid iteration app development as well as sprint scrum style
- Team leadership experience, excellent coding documentation as well as scalable code

#### TECHNICAL SKILLS

- Windows server and desktop systems
- Microsoft SQL Server, Oracle, MySQL
- Python, PHP, Bash
- Hardware maintenance, troubleshooting. VR
- Operating systems maintenances, troubleshooting.
- Version control systems i.e. Git, Kraken.
- Java, C#, JSON, object oriented development.
- Build editor tools and windows.

#### PROFESSIONAL EXPERIENCES

**Senior Unity Developer**  
Back Solutions LLC

**Senior Unity Developer**  
**Backpack Solutions LLC**  
**San Antonio, Tx** 07/2020 – present

- Development the building blocks for an action adventure game.
- Build a modular skills system with tie in with animations using scriptable objects.
- Create utility code and set up object pooling.
- Implement multiplayer functionality.
- Write the coding standards.

**PROFESSIONAL EXPERIENCES**

**Senior Interactive Developer**  
**Fabiano Communications**  
**Arizona** 08/2020 – present

- Choose best practices for team workflow
- Iterate and demo software cycles.
- Maintain team planner services.
- Train and familiarize team with latest game development practices.
- Interview and bring on new hires to team.
- Manage team software subscriptions.
- C#, Javascript, HTML, Shaderlab, and php scripting.
- Debug and manage code reviews with team members.

**UNITY ENGINEER**

**Redemptions Guild**  
**North Carolina** 08/2018 – present

- Created game architecture foundation for game-play as well as online play.
- Worked with server code and custom tools to provide administration for users.
- Devise production solutions through Photon, PUN2 scripting.
- Backup/Maintain server repository images.
- Bug test as well as lead team in development, testing, and debugging.

**IT Intern/ App Developer**

**TDDA**  
**Auckland, NZ** 06/2016 – 06/2017

- Develop Apps applications in rapid iteration style for different platforms.
- Maintain applications, and focus on bug fixes.

## **EDUCATION**

**Auckland University of Technology (AUT)**

**Bachelor's Degree in Computer Science and Information Sciences - Attained: 2015**