BRAYDEN TREMPER

+1(512) 993-8667 ⋄ Olympia, WA

tremperb99@gmail.com ⋄ linkedin.com/in/tremperb ⋄ tremperb.github.io

PROFESSIONAL SUMMARY

Senior Software Engineer specializing in building scalable, modular UI systems across multiple titles. Experienced in translating UI/UX designs into functional, animated, and performant interfaces, leveraging C# and proprietary scripting languages. Delivered UI solutions across *Squid Game: Unleashed*, *Netflix Stories*, *Dungeon Boss*, and *Kingdom Boss*, owning end-to-end development. Skilled at bridging creative vision with technical execution, collaborating across disciplines to deliver polished, intuitive, player-facing experiences.

EXPERIENCE

Senior Software Engineer Mar 2022 - Oct 2025
Netflix Games *Remote*

- Led development of modular UI systems for *Squid Game: Unleashed* and *Netflix Stories* using Unity, C#, and proprietary scripting languages.
- Translated UI/UX mocks into interactive, animated, and performant in-engine screens.
- Engineered key interactive features, such as social systems, character creators, HUDs, and more, owning end-to-end development.
- Directed technical design and architectural planning for scalable, maintainable UI systems, ensuring stability, performance, and consistency across multiple titles.
- Built custom editor tools and automation scripts that accelerated iteration for design and content teams.
- Optimized UI performance and memory usage, ensuring smooth, responsive experiences for millions of players.
- Collaborated cross-functionally with designers, artists, producers, and QA to deliver polished, high-performance features aligned with creative goals.
- Mentored engineers through code reviews, pair programming, and technical guidance, fostering consistent engineering standards and knowledge sharing.

Software Engineer Aug 2021 - Mar 2022
Boss Fight Entertainment *Remote*

- Developed and maintained core UI systems and gameplay features for *Dungeon Boss* and *Kingdom Boss* using Unity and C#.
- Translated UI/UX design mocks into functional, interactive, and animated interfaces using Unity and C#.
- Built and refined reusable UI components and patterns that improved maintainability and consistency across features.
- Collaborated closely with designers and artists to prototype, refine, and deliver polished gameplay experiences.
- Partnered with QA and production teams to identify, triage, and resolve bugs during release cycles.
- Optimized performance and memory usage to ensure smooth gameplay across devices.

SKILLS

Technical Skills	C#, C++, Unity, uGUI, Unreal Engine, UMG
Tools	Perforce, Git, Jira, Rider, Unity Profiler, Confluence
Expertise / Domains	UI Development, Gameplay, Live Ops, Technical Design

EDUCATION

Bachelor of Computer Science, Oregon State University 2017 - 2021