

# Brett Faulds

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## Work Experience

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**Scopely** **Senior Software Engineer** **March 2020 – Present**  
www.scopely.com – *Unannounced Title (iOS/Android)*

- Work in Progress
- Made the new core MVVM system
- Initial client side implementation for test driven development
- Helped onboard new engineers for best practices
- Backend Engineer

Technical Skills: C#, Unity 3D, JIRA, JSON, VS 2019, Git, Github, OpenVPN, Docker, ASP.NET

**PierPlay** **Senior Software Engineer** **April 2017 – March 2020**  
www.pierplay.com – *Scrabble Go (iOS/Android/iMessage)*

- Developed the Navigation System, Chat, Card Carousel, Challenges, Prize Wheel, Event Cards, Match History, Duels, Flyup System, etc
- Used MVVM for the core foundation of the project
- Helped develop core binders that was used throughout the team by programmers and tech artist
- Developed the entire ftue system used in the game. Made a mock board scene for marketing purposes driven entirely on the ftue system
- Made native code implementations for debugging purposes
- Frontend and Backend Engineer on the project

Technical Skills: C#, Unity 3D, JIRA, JSON, VS 2017, Sourcetree, Github, OpenVPN

**Mindshow (former name: Visionary VR)** **Senior Engineer** **May 2016 – April 2017**  
www.mindshow.com – *Mindshow (PC/Vive)*

- Developed workflow improvements, core features, video playback, timeline system, technical play, editor tools, custom font system, editor preview tool, state machine and first time user experience (FTUE)
- Helped CTO with the hiring process of new engineers and best practices for Unity
- Implemented serialization with Google Flatbuffers for saving and loading, Video Export, Calibration, message dialogues, voice filters, and a asset limit meter for the hand menu
- Integrated 3rd party tools for increasing team productivity

Technical Skills: C#, Unity 3D, JIRA, JSON, Google Flatbuffers, VS 2015, Plastic SCM, Github, Steamworks SDK, Vive, Oculus Rift, TDD (test driven development)

**Muti Labs** **Software Engineer** **Apr 2015 – Apr 2016**  
www.mutilabs.com – *Days of Discord (iOS)*

- Implemented multiplayer (Photon), leaderboards (PlayFab), quest system, reward system, taunt system, news feed, private matching, data management system, ranking system, single sign on (SSO), data driven first time user experience (FTUE) system, data driven solo mission system (sectional map areas), and carousel scrolling for decks.
- Helped organize codebase
- Developed all editor windows that was used to increase productivity

Technical Skills: C#, Unity 3D, JIRA, MonoDevelop, Xamarin, Github, Xcode

**Bearded Man Studios** **Co-Founder - Software Engineer** **Apr 2014 – Present**  
www.beardedmangames.com – *WordLab (iOS/Android/WP8), Forge Networking, Gay Fighter Supreme (iOS/Android/WP8)*

- Worked on Forge Networking for Unity and is the most dominating networking solution in the Asset Store
- Multiple hats for different projects (Backend, Frontend, CS)
- Specialized in Artificial Intelligence, UI Elements (NGUI/Unity 4.6 UI), Event driven system, Gameplay, Editor tools

Technical Skills: C#, Unity 3D, JSON, Photoshop, JIRA, VS 2012, VS 2015, Github, FileZilla, PhpStorm, VMware, HeidiSQL, Spine, Xcode

**Cloudesign Inc** **Contract - Senior Unity Engineer** **Jul 2014 – Apr 2015**  
www.cloudesigninc.com

- Developed networking solutions to connect with servers with a JSON response, and post.
- Worked on mechanical connections of objects, Github project setup, UI, Gameplay, Leadership
- All projects were government related so they cannot be listed here

Technical Skills: C#, Unity 3D, VS 2015, Github, Xcode

**NHN Entertainment Labs** **Unity Engineer** **Jan 2014 – June 2014**

www.nhntentlabs.com – *Golden Sand Slots (iOS/Android)* - (company now known as Monarc gaming Labs)

- Implemented paylines, slot logic, animation hooks, and bonus systems
- Developed networking hooks with websockets
- Helped develop the foundation for all code to be structured and designed with the CTO and Lead Engineer

Technical Skills: C#, Unity 3D, MonoDevelop, Github, Xcode, Agile, TDD (test driven development)

**Genbu Studios** **Software Engineer** **Mar 2013 – Nov 2013**

- Developed wallpaper applications, in app purchases and rest API hooks for Android
- Implemented user registration

Technical Skills: C#, Unity 3D, MonoDevelop, Github, Eclipse, MySQL

**WayForward Technologies** **Unity Engineer** **Feb 2012 – Mar 2013**

www.wayforward.com – *Bubba Golf (iOS/Android)*, *Build-A-Bear: Bear Valley (iOS/Android)*

- Implemented gameplay mechanics, UI interfaces, augmented reality, achievements, multiplayer and in app purchases
- Developed event systems and triggers

Technical Skills: C#, Unity 3D, MonoDevelop, Versions, Eclipse

**Couch Potato Football** **Contract - Software Engineer** **Sept 2011 – Apr 2012**

- Implemented gameplay, multiplayer, UI, leaderboards and MySQL rest calls for the website

Technical Skills: C#, Unity 3D, MonoDevelop

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### Technical Skills

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**Languages** C#, C++, Java, XML, JSON, Objective-C, HTML, CSS, JavaScript, Lua, SQL

**Engines/SDK's** Unity3D, Unreal 2013, XNA, DirectX 9, DirectX 10, OpenGL

**IDE's** Microsoft Visual Studio, Xcode, Eclipse, MonoDevelop, Xamarin, PhpStorm

**Applications** Perforce, Git, JIRA, SVN, Eclipse, Steamworks, Github, VMWare, Spine, HeidiSQL, FileZilla, Sublime Text, Autodesk Maya, 3DS Max, Adobe Photoshop, Adobe Illustrator, Adobe Premier, Adobe After Effects, Adobe Audition, VirtualBox, Sourcetree, Sublime, FL Studio

**Platforms** Windows, Mac, Xbox 360, Android, iOS, Windows Phone, Vive, Oculus Rift

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### Education

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**The Art Institute of California – Orange County** **Bachelor of Science, Visual Game Programming** **Completed - Sept 2011**

3601 W Sunflower Ave, Santa Ana, CA 92704-7931

Dean's Honor Roll