Brian Pimentel

Game Developer • Systems & Tools Programmer — Toronto, ON

Email: brianepimentel@gmail.com • **Portfolio:** https://www.brianpimentel.com • **GitHub:** https://github.com/BrianPim

WORK EXPERIENCE

Adventure Studios — Lead Developer/Owner (2025)

• **Shipped *Obby Masters*,** a competitive, online multiplayer platformer with player-driven level creation, on the Roblox platform.

• Owned the end-to-end game development process, from gameplay planning and systems design through implementation, tuning, playtesting, and release.

• Established gameplay coding standards, debugging workflows, and reusable game system patterns to support robust gameplay systems and predictable feature behavior.

• Implemented persistent player progression and live multiplayer gameplay systems using Roblox services such as DataStoreService, Players, and RunService.

• Built client-server gameplay interactions with RemoteEvents and RemoteFunctions, ensuring authoritative validation and responsive UI updates.

• Organized scalable multiplayer architecture using ServerScriptService, ReplicatedStorage, and CollectionService to support clean iteration and maintainability.

• Coordinated design, programming, and playtesting efforts to ensure gameplay systems aligned with overall game vision and production goals.

DoubleJump Games — Software Developer (2021-2025)

• Shipped 80+ gameplay modifications and content updates for a creator-led Among Us mod project reaching an audience of 25M+ subscribers.

• Built modular player roles, ability systems, and UGUI interfaces in Unity using C#, supporting complete gameplay conversions.

• Integrated Spine2D skeletal animations into Unity using Mecanim state machines, ensuring reliable animation behavior and runtime performance.

• Delivered bi-weekly, recording-ready Unity builds under tight deadlines, using ScriptableObjects and Coroutines for data-driven workflows and rapid development, and object pooling and the Unity Profiler to maintain performance and stability.

• Collaborated closely with designers, artists, and content creators to rapidly prototype, refine, and ship gameplay ideas in response to weekly feedback and playtesting.

• Built reusable gameplay frameworks that enabled fast content variation and iteration across multiple mod concepts.

• Investigated and resolved complex issues in live production environments, often without reliable reproduction steps.

Freelance — Software Developer (2020-2021)

• Contributed engineering work to a high-traffic multiplayer game (***The Slayer,*** **34M+ total plays**), focusing on performance and stability.

• Prototyped a Unity vertical slice showcasing the integration of XdMind's AI music generation technology within an interactive gameplay experience.

• Integrated Azure PlayFab backend services into a Roblox prototype, implementing Lua-side data models to manage JSON-driven, non-relational player data.

• Contributed to a variety of smaller projects across Unity, Unreal Engine, and Roblox, supporting gameplay development and rapid prototyping.

SKILLS

• **Programming:** C++, C#, UE Blueprints, Java, Lua, gameplay systems, tools programming, optimization, profiling, rapid iteration, debugging

• **Unity:** ScriptableObjects, Coroutines, Physics & Collision Systems, Animation & Mecanim, Object Pooling, UGUI, Addressables, Unity Editor Tools, Component-Based Architecture, Unity Profiler, Spine2D Integration

• **Unreal Engine:** Actor/Component Architecture, UPROPERTY/UFUNCTION, Blueprint-to-C++, UMG, GAS, C++ Reflection, Replication

• **Other Tools:** Git, Perforce, Plastic SCM, Jenkins, GitHub Actions, Cursor, Blender, Maya, Photoshop, Substance Painter

OTHER EXPERIENCE

Game Jams

• ***Mini Jam 186*** — ***Heading Home,*** Gameplay/UI Programmer

• ***Ludum Dare 57*** — ***Deep Hour,*** Gameplay Programmer

• ***TOJam 2022*** — ***Pizzaverse,*** Gameplay Programmer

• ***TOJam 2021*** — ***Gates of R'lyeh,*** Gameplay Programmer

• ***Ludum Dare 48*** — ***Gone Fishing,*** Gameplay/UI Programmer

• ***Ludum Dare 47*** — ***Sea Shawty,*** Gameplay Programmer/Level Designer

EDUCATION

B.A. Digital Media, Game Development — ***York University, Toronto*** (2016-2020)