



Brian Pimentel

Game Programmer • Gameplay & Systems — Toronto, ON

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WORK EXPERIENCE

Adventure Studios — Lead Developer/Owner (2025-Present)

- **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 client-side game 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.
- Worked within and extended an established production codebase, balancing new gameplay features with refactoring, bug fixing, and stability concerns.
- 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.
- Applied consistent coding best practices while building and extending reusable, shared gameplay frameworks that supported rapid content variation and iteration across multiple mod concepts.
- Investigated and resolved complex issues in live production environments, often without reliable reproduction steps.
- Integrated Spine2D skeletal animations into Unity using Mecanim state machines, ensuring reliable animation behavior and runtime performance.
- Collaborated closely with designers, artists, and content creators to rapidly prototype, refine, and ship gameplay ideas in response to weekly feedback and playtesting.
- Supported the onboarding process and mentored three programming team members, offering technical guidance and reviews to ensure consistency and quality across features.

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

- **Unity:** C#, ScriptableObjects, Coroutines, Physics & Collision Systems, Animation & Mecanim, Object Pooling, UGUI (Unity UI), Addressables, Unity Editor Tools, Component-Based Architecture, Unity Profiler, Spine2D Integration
- **Unreal Engine:** C++, Blueprints, Actor & Component Architecture, UPROPERTY / UFUNCTION, Blueprint ↔ C++ Interop, UMG, Gameplay Ability System (GAS), C++ Reflection System, Multiplayer Replication
- **Gameplay & Systems:** Gameplay mechanics, Scalable system design & extensibility, Feature ownership from concept to polish, Design patterns & software engineering principles, Debugging complex systems & live production issues, Performance profiling, Technical risk assessment
- **Production & Collaboration:** Cross-disciplinary collaboration, Technical documentation, Task estimation & planning, Version control (Git, Plastic SCM, Perforce), CI/CD (Jenkins, GitHub Actions), Jira, Trello, Miro

EDUCATION

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