



BRIAN PIMENTEL

GAME DEVELOPER & PROGRAMMER



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EDUCATION



B.A. Game Dev.
York University
Toronto, ON
December 2020

ENGINES



Unreal Engine



Unity



Roblox Studio

LANGUAGES



C++



C#



UE Blueprints



Java



Lua

SOURCE CONTROL



Git



Plastic SCM



Perforce

WORK EXPERIENCE



Adventure Studios

Lead Developer/Owner

March 2025 - Present

As the sole proprietor of the indie game development company Adventure Studios, I recently shipped my first title developed on the Roblox platform: Obby Masters. Obby Masters is a round-based, competitive platforming game where players are provided the agency to design the levels they play on. Across this project I've taken on the role of programmer, designer, and artist; and have gained further valuable insight into the other aspects of game development that my engineering background doesn't always afford me the luxury of experiencing.



DoubleJump Games

Software Developer

July 2021 - March 2025

During my time at DoubleJump Games I shipped well over 80 different, feature-complete *Among Us* modding projects, developed entirely in Unity, for the popular YouTuber *SSundee*, who has over 25 million subscribers. The projects I was responsible for involved everything from adding new roles to the game to total conversion mods, and required actively collaborating with other developers; as well as the design, art and QA teams. I was personally responsible for ensuring that development of each project was completed by the scheduled recording date.



Freelance Game Developer

April 2020 - July 2021

Freelancing for a wide range of clients allowed me to hone my skills as a game developer, and involved everything from programming to level design and 3D modelling. The most well-known of the projects I worked on was the Roblox game *The Slayer*, which at the time of writing has been played over 34 million times! While this is the most notable of the projects I contributed to, I worked on a total of 10 projects during my time freelancing, built in engines ranging from Unreal Engine, to Unity, to Roblox Studio.

OTHER EXPERIENCE

Game Jams

- Mini Jam 186 - Heading Home
- Ludum Dare 57 - Deep Hour
- TOJam 2022 - Pizzaverse
- TOJam 2021 - Gates of R'lyeh
- Ludum Dare 48 - Gone Fishing
- Ludum Dare 47 - Sea Shawty

Ubisoft Toronto NEXT

- NEXT 2021, Level Design Challenge Semi-Finalist
- NEXT 2020, Level Design Challenge Participant

York University

- Meltdown, Programmer
- Cyberscape, Programmer

RELEVANT SKILLS

- Programming
- Prototyping
- Photoshop
- Mentoring
- Optimization
- Game Mechanics
- Maya/Blender
- Collaboration
- Code Review
- Iterative Development
- Level Design
- Time Management

ACHIEVEMENTS

- Top Rated - Achieved Top Rated status, with a 100% success rate, as a freelance game developer on Upwork
- NEXT 2021 - Semi-Finalist in Ubisoft Toronto's NEXT 2021 competition under the Level Design category
- York University Showcase - Cyberscape was shown at York's Digital Media End of Year Showcase