

Brandon Coulombe

Software Engineer • Unity / C# Developer

Waterville, ME • Remote • Hybrid • Willing to Relocate (USA) • (207) 491-3046 • brandoncoulombe2021@gmail.com

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SUMMARY

C# software engineer with 4+ years of professional experience building UI/UX-driven applications and games, spanning front-end interface work and back-end systems. Shipped commercial products on Windows, Android, and iOS across small, fast-moving teams where wearing multiple hats was the norm. Holds a high standard for accountability and delivers on commitments.

TECHNICAL SKILLS

Languages: C#, C++, Lua, SQL, HTML/CSS

Engines & Frameworks: Unity Engine, Unity NetCode, Unity Addressables, WinForms, MVC

Concepts: Object-oriented design, asynchronous programming, performance profiling & GC optimization, client-server architecture, Web APIs / JSON, UI/UX development

Platforms: Windows, Android, iOS, UNIX/Linux

Tools: Visual Studio, Git, GitHub, Jira, Jenkins, SQL Server Management Studio, Figma, Affinity Photo, PowerShell, NVMS-7000

AI Tooling: Claude Code, Claude Cowork, GitHub Copilot

ENGINEERING EXPERIENCE

Software Engineer — InMotion Systems, LLC (HitTrax) — Remote

06/2021 – 09/2024

- Led development of Bat Around, a new HitTrax product, within the first 12 months of employment, and directed its live operations at the client's request.
- Built touchscreen charting and data-visualization modules for HitTrax Pro: Biomechanics, consuming real-time swing data from ProPlayAI's API.
- Cut HitTrax Pro session load times by 50% by optimizing runtime asset management for large 3D assets and resolving memory leaks and GC stalls; prototyped and demoed a Unity Addressables integration.
- Translated Figma comps into production Unity interfaces, modernizing 100+ menus and panels to streamline navigation across new and existing products.
- Implemented the Quad Camera UI/UX for HitTrax Pro: Viewpoint, a multi-camera replay interface syncing video with hitting metrics.
- Designed and engineered UI and gameplay systems for Cageball and Rally Ball, immersive in-cage game modes built for Momentum and Red Bull's KB Cage event.
- Expanded the MLB Subscription package with in-game MLB team uniforms, color schemes, and jersey number customization.
- Debugged and modified proprietary ORM SQL queries; prototyped a new Motive profile for golf balls.
- Authored test matrices and performed rigorous QA and bug fixing across the HitTrax product ecosystem.
- Designed and prototyped a projector-screen minigolf product with near-realistic world-to-screen-space physics.
- Provided front-line technical support via TeamViewer, resolving customer issues alongside internal teams.

Game Engineer (Contract) — Grubbit — 2D Card Game, Remote

10/2024 – 02/2025

- Delivered an early multiplayer demo of a competitive 2D card game in 4 months.
- Architected a server-authoritative game environment with MMR-based matchmaking, integrating Steam ID and Unity Cloud Services.
- Led UX design and implemented all UI business logic.
- Built Unity NetCode behaviors for over 200 unique cards.
- Built Unity editor tools that automated previously manual card asset creation, producing 200 unique game-ready cards in under 5 hours.

Game Engineer Intern — MassDiGI — Remote

06/2020 – 01/2021

- Led engineering on Merge Surge, a mobile merge tower-defense game, within a team of 7 during MassDiGI's 2-month internship; shipped on Google Play and the App Store.
- Spearheaded design and project scoping, producing a stable MVP in 6 weeks.
- Led 6 months of live operations: bi-weekly stand-ups, code reviews, content updates, and Jira progress management.
- Developed core gameplay systems, UI/UX, and analytics integration; supported Jenkins and Unity Cloud Build pipelines.

ADDITIONAL EXPERIENCE

Loss Prevention Specialist — Marden's Surplus & Salvage — Waterville, ME

05/2026 – Present

- Promoted to Loss Prevention within the first month of employment; previously General/Hardware Associate (05/2026 – 06/2026).
- Identify and apprehend shoplifters within legal guidelines, review NVMS surveillance footage for injury and cash-handling incidents, and file police reports.

Courier — DoorDash — Waterville, ME

02/2025 – 05/2026

- Completed 2,000+ lifetime food and grocery deliveries while maintaining scheduling flexibility for contract engineering work.

Sales Associate — New England Sports Center, Northborough, MA

09/2019 – 05/2020

Sales Associate — Tobey's Grocery, South China, ME

2016 – 2018

SELECTED PROJECTS

- **Beat The Machine** — Neon top-down shooter released on Steam. Built the minimap and survival game mode.
- **Save The Flame** — Vertical action-platformer released on iOS. Built core mechanics, power-ups, and controls.
- **MMO Combat System** — Prototype featuring target lock-on, hotbar abilities, cooldown management, and boss telegraph zones.
- **Legends at War** — Multiplayer top-down MOBA. Built minion and tower mechanics.
- **Space Chase** — Fast-paced 2D zero-gravity survival shooter emphasizing mouse precision.

EDUCATION

Becker College — B.A., Interactive Media (Game Development)

09/2017 – 05/2021

Worcester, MA • GPA 3.62

- Coursework and projects in C++, C#, and Unity Engine.
- Esports Scholarship recipient (2018 – 2020).