

# Brian Bennett

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## Computer Skills

<b>Languages</b>	C++, C#, C, Java,, Haxe
<b>IDEs</b>	Visual Studio, Eclipse, Flash Develop, Visual Studio Code
<b>Game Engines</b>	Unreal Engine 4, Unity 3D, Ignite
<b>Version Control</b>	Perforce
<b>Others</b>	Adobe Flash, Adobe Premiere, GameChanger, ANT

### **Madden Mobile Season 12 | Software Engineer 3 | June 2025 – Present**

- Overhauled tutorial system to allow for multiple FTUEs, contextual tutorials, repeatable tutorials, in depth 3D gameplay tutorials and AB testable tutorials.
- Assisted in several minigames added this year like bingo, touchdown rush, touchdown trail and puzzles.
- I took charge of environments from releases, updating P4 streams, content management, backwards compatibility, live issues, content tools, and more.
- Implemented trade lookup system to find trades a card can fit in.
- Assisted in launch and live updates of NBA Next.
- Updated, maintained and ran load test.

### **Madden Mobile Season 11 | Software Engineer 3 | June 2024 – June 2025**

- Came back to Madden Mobile to get new season released.
- Handled bug fixing, load test and import process for the yearly release.
- Implemented user playbook system to allow users to build their own playbooks.
- Implemented trades badge system so users can know which trades they can act on.
- Implemented draft feature for arena tournaments.
- Updated, maintained and ran load test.

### **College Football 25 | Software Engineer 3 | December 2023 – June 2024**

- First mobile engineer brought over to help college football release.
- Assisted in handling bug fixes across UI, server, and gameplay.
- Implemented stat screens across dynasty mode.
- Assisted in new player creation for dynasty mode.

### **NBA Next | Software Engineer 3 | October 2023– December 2023**

- Implemented MTX handling for NBA Next for both iOS and Android.
- Implemented store functionality and UI.
- Ported Madden Mobile Arena Tournaments to NBA Next.
- Implemented match system for NBA Next.

### **Madden Mobile Season 10 | Software Engineer 3 | February 2023 – October 2023**

- Added ability for hot spots to be collision detection.
- Updated hot spots to be rendered in haxe layer to take advantage of content binding tech.
- Implemented coach features to allow players to earn, select, and equip coaches.
- Implemented coach bonus system.
- Assisted in webstore implementation. In charge of MTX purchases through webstore.

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- Assisted in yearly import update and process.
- Implemented league siege feature, a new PVP multiuser match that takes place over several days across a map with multiple events.
- Implemented DB tables for league siege to keep track of leaderboards, siege matches, scores, node states, user states, etc.
- Implemented client-side functionality for league siege including client backend match handling and UI.
- Updated, maintained, and ran load test for this season including implementing league siege for load users.

## **Madden Mobile Season 9 | Software Engineer 2 | February 2022 – February 2023**

- Updated trades feature to include more content driven iconography and imagery.
- Designed and built content driven reward display system to allow content to easily create different variations of rewards from art pieces rather than having artist create every required variation of rewards.
- Updated import tool to convert old user data for the new season.
- Implemented leaderboard tier initialization to be based on user OVR.
- Implemented leaderboard tier decay for user inactivity in tournaments.
- Assisted in leaderboard bot tier pooling system.
- Updated content creation tools to update data types to support OVR banding.
- Updated gameplay HUDs to be content driven bindings.
- Changed challenge state for seasons to be lazily initialized to save space. This saved us on load test as our season blob became too big and caused problems under load due to tiered maps and journey maps.

## **Madden Mobile Season 8 | Software Engineer 2 | February 2021 – February 2022**

- Implemented backend and frontend trades feature with optional requirements based off point system for each requirement completed.
- Lead international team to update ads to have game side state data for content control limits and cooldowns.
- Built source finding feature that allows user to look up how to find certain resources in game.
- Wrote technical design documents for login calendar system.
- Implemented parallax effect for maps.
- Added selectable filters to pack opening. This allows users to pick within a content defined filter selection before opening a card pack to allow players to be more selective when opening a general pack.
- Updated, maintained, and ran load test for this season.

## **Madden Mobile Season 7 | Software Engineer 2 | October 2019 – February 2021**

- Wrote technical design documents to support front end 3D animations for superstar feature.
- Implemented animation state flows for front end animations for superstar feature including celebrations, defeat animations, dances, level up animations, change equipment animations, and idle animations.

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- Implemented animation event tagging and publishing system. This system would allow any other part of the game from 3D game to UI to listen for tags from the superstar animation.
- Created system to change certain animations based on superstar attitude which changes based on user choices in game.
- Created new cameras for a new football mode.
- Implemented score-based conditions to supplement or replace the end of game conditions which were solely based on time.
- Updated load test to handle new marketplace tech to allow players to share data between multiple games.

## **Madden Mobile Season 6 | Software Engineer 1 | April 2019 - October 2019**

- Updated load test client for new features and in charge of running load test environment.
- Implemented front end for new cooperative game mode for leagues called survival.
- Implemented Android and IOS deep links.
- Updated, maintained, and ran load test for this season.

## **Madden Mobile Season 5 | Software Engineer 1 | November 2017 - March 2019**

- Assisted in engine upgrade to a newer version of Ignite.
- Upgraded the skills trainer system to a newer version of Ignite.
- Implemented new features such as captains, schemes and scoring bonuses.
- Implemented touch list hexagon button layouts.
- Updated load test client for new features and in charge of running the load test environment.
- Assisted in implementation of new head-to-head mode called overdrive.
- Head engineer on a few patch and feature releases for this season.

## **Madden Mobile Season 4 | Software Engineer 1 | January 2017 - November 2017**

- Wrote technical design documents for new features like A/B Testing and new tournaments mode.
- Built data driven card opening system which allows artist to create pack opening animations in XML.
- Redesigned and implemented leaderboard system to allow for multiple leaderboards and persist them in the database and Redis cache.
- Built system to calculate pack odds information to store on the server and wrote front end to display the information in a user-friendly way that can be defined by content on a per pack basis.

## **Madden 17 | Software Engineer Intern | August 2016 – December 2016**

- Wrote technical design documents for new features.
- Built data driven UI elements to help expedite content creation.
- Developed a new system that awards players with extra binder space for being in MUT Rewards.
- Modified the chemistry system to affect stats that were not previously affected.
- Wrote RPC code to allow clients to get data from the database located on the server.
- Built features and maintained code for Madden Ultimate Team 17 as part of the continuous development team.

## **Education**

**University of Central Florida | M.S. in Interactive Entertainment | December 2016**

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**University of South Florida | B.S. in Computer Engineering | August 2014**