

Brian Bennett

(813) 760-3700

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Computer Skills

Languages	C++, C#, C, Java, Haxe
IDEs	Visual Studio, Eclipse, Flash Develop, Visual Studio Code
Game Engines	Unreal Engine 4, Unity 3D, Ignite
Version Control	Perforce

Experience

Madden Mobile Season 9 | Software Engineer 2 | 2022 - Present

- 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 help save space on events not yet played by the user. Challenge state is wiped on activity reset.
- Updated, maintained, and ran load test for this season.

Madden Mobile Season 8 | Software Engineer 2 | 2021 –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 | 2019 –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.
- 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.

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- 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 | 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.
- Head engineer on a few smaller patches and feature releases for this season.
- Updated a few tools for content team such as card pack odds tool, card pack creation tool, omega resource tools and scheduling visualization tools.

Madden Mobile Season 5 | Software Engineer 1 | 2017 - 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.

Madden Mobile Season 4 | Software Engineer 1 | 2017 - 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 | 2016 –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

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