

Brandon Edmonds

Software Developer

Work Experience

[GitHub](#)

[itch.io](#)

[Portfolio](#)

[LinkedIn](#)

Skills

[Languages](#)

- C++
- C#
- JavaScript

[Unreal Engine](#)

- AI Development
- User Interface
- Gameplay
- Animation
- Networking

Education

CSU, San Bernardino

DreamLabs (Contract) — Lead Engineer

Unannounced Title | April 2024 – Present (Part-time)

- Owned project version-control strategy, managing repositories and branch workflows for multidisciplinary teams (Diversion).
- Integrated EOS for matchmaking and stat tracking; troubleshooted online session/auth pipeline.
- Collaborated directly with designers and programmers to maintain stable VCS practices and deployment cadence.
- Produced, packaged, and deployed Windows client builds from Unreal Engine, and published them to Steam, including build validation, depot configuration, and delivery of playable prototype slices.

Unight LLC — Vehicle & Gameplay Engineer

Maximum Velocity | May 2023 – September 2025

- Built and optimized Chaos Vehicle gameplay mechanics in UE5 using C++ and Blueprints.
- Designed and debugged replicated multiplayer systems involving physics authority, GameState/GameMode communication, and ranked reward progression.
- Implemented dynamic runtime systems including loot generation (PCG), AI navigation via EQS + splines, and stat-driven configuration.
- Delivered cross-platform stability improvements using profiling and debugging tools for PC.
- Integrated PlayFab services to retrieve and validate player data, and configured server instancing and session logic to support dynamic multiplayer deployment, and matchmaking.

Post Card Game Studio — Gameplay Engineer

Unannounced Title | April 2022 – March 2023

- Developed and supported AI encounter systems using Behavior Trees and HTN; profiled and debugged runtime issues.
- Built tooling to instantiate and edit encounter configurations, enabling designers without code changes.
- Authored and troubleshooted VFX/SFX/animation event systems tied to environmental and gameplay triggers.
- Contributed to UI/HUD feature support, debugging interaction flows and accessibility issues.