

BRAYDEN TREMPER

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PROFESSIONAL SUMMARY

Senior Software Engineer with a broad and versatile background in game development, specializing in system architecture, gameplay features, and live operations. At Netflix Games, I contributed to UI development, in-game systems, editor tooling, technical design, code review, and documentation, primarily using Unity and C#. I enjoy bridging creative vision and technical execution, mentoring fellow engineers, and collaborating across disciplines to deliver polished, scalable, high-performance games.

EXPERIENCE

Senior Software Engineer

Aug 2021 - Oct 2025

Netflix Games

Remote

- Progressed from Associate to Senior Engineer, contributing to multiple titles including *Squid Game: Unleashed*, *Netflix Stories*, *Dungeon Boss*, and *Kingdom Boss*.
- Developed and maintained gameplay systems, UI, in-game features, and live operations using Unity and C#.
- Participated in technical design, code review, and documentation, helping establish best practices and improve team workflow.
- Mentored fellow engineers, providing guidance, knowledge sharing, and code review feedback to promote growth and improve team efficiency.
- Collaborated cross-functionally with designers, artists, producers, engineers, and other stakeholders to deliver polished, high-performance features across multiple titles.
- Created custom editor tools to streamline designer workflows.
- Supported live operations and post-launch optimizations to enhance player engagement and retention.
- Collaborated with QA and production teams to triage and resolve critical bugs during release windows.

Software Engineer Intern

Jun 2020 - Aug 2020

Space Dwarves Entertainment

Remote

- Assisted in prototyping game systems using Unity 3D and C#, contributing to core gameplay mechanics.
- Developed and refined UI components and in-game features, supporting early-stage game development.
- Conducted unit and functional testing to ensure code quality and maintainability.

SKILLS

Technical Skills

C#, Unity, C++, Unreal Engine

Tools

Perforce, Git, Jira, Rider, Unity Profiler, Confluence

Expertise / Domains

UI Development, Gameplay, Live Ops, Technical Design

Soft Skills

Mentorship, Cross-functional Collaboration, Problem Solving

EDUCATION

Bachelor of Computer Science, Oregon State University

2017 - 2021

GPA: 3.76

Relevant Coursework: Computer Graphics, Artificial Intelligence, Virtual and Augmented Reality

Activities: Video Game Development Club