Bryan Ross

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Software Engineer and Game Developer driving innovation with over two decades of experience

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Top Skills

Languages: C#, Go, TypeScript, SQL/NoSQL, and C++
Frameworks: WPF, Blazor, Angular, and React
Game Engines: Unreal, Unity

Work Experience

Worldspark Studios, Los Angeles, CA
Staff Engineer   04/2022-07/2023

Worked on the backend of our flagship game Sparkball. Created APIs for Marketplace, Leaderboards, and Analytics in Go/TypeScript/MongoDB that I then integrated into the Unreal Engine game using C++.

Experis Game Solutions, Phoenix, AZ
Software Developer Engineer   11/2021-04/2022

Contracted to Microsoft's XBox Studios to provide testing software and integrations for various AAA video game titles, while adhering to Microsoft's coding standards. Tools were created in C# with WPF and they integrated with Unreal Engine games.

WTI, Inc., Phoenix, AZ
Software Development Manager   09/2001-03/2021

Led team of 5 through full SDLC on dozens of desktop, web, and mobile applications that were used to run this engineering companies businesses.

Education

Certificate in Game Design, 2022, Full Sail University, Winter Park, FL
BS, Computer Software Engineering, 2018, Western Governors University, Salt Lake City, UT