

BRYAN O'NEIL

SKILLS

Unity C# developer experienced in mobile gameplay systems, UI, touch controls, ScriptableObjects, save systems, ads/IAP planning, and Google Play prep. Skilled with reusable prefabs, notification/popup systems, rapid prototyping, QA testing, and technical problem solving.

PROJECTS

Abduction Day – Unity STEAM Game

You play an alien flying around in his UFO abducting humans and destroying enemies in this side scroller I built with a few friends. Intended for a Steam PC release the game got put on hold due to funding.

Zombinos – Unity Mobile Tower Defense Prototype

Built a tower defense prototype with wave spawning, tower placement, enemy behavior, upgrades, economy systems, mobile UI, and free-to-play monetization planning.

WORK HISTORY

Shade Pro, San Diego – RV Field Tech

JUNE 2021 – PRESENT

Installed, repaired, and serviced RV shade, awning, and exterior fabric systems. Diagnosed technical problems on-site and adjusted installation plans based on tools, measurements, hardware, and job conditions. Communicated with customers, managed materials/tools, and solved real-world technical problems.

EDUCATION

2012 Art Institute, San Bernardino – Bachelor's Degree

TARGET ROLES

Junior Unity Developer | Unity Mobile Developer | Technical Designer | Technical QA Analyst | Game Tools Developer | Mobile Game Developer