www.justinrempel.com

Justin Rempel

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Video Game Developer

Skills & Experience

Software: (*fluent*): C#, Java, Unity, Git (*proficient*): C / C++, Python, JavaScript, HTML, CSS, Unreal, Allegro, LibGDX

Development: Core game systems and architecture, gameplay scripting, online networking, AI, object pooling, player abilities, UI, achievements, leaderboards, save data, localization, software profiling and optimization, debugging, tools

Platforms: Steam, Nintendo Switch, PS4, Xbox One, iOS, Android

Work History

Owner/Director/Developer - *Spacewave Software* (2015 - Present)

- **Rival Megagun** (Released 2018) - *Steam, Nintendo Switch, PS4, Xbox One* - www.rivalmegagun.com
  - Built my passion project from the ground up by taking a risk and diving in head-first.
  - Managed a team of talented artists, sound designers, and writers who helped bring the project to life.
  - Implemented online multiplayer for all platforms by integrating UNET with the platforms' online services (Steam P2P, Sony PSN, Xbox Live, Nintendo NEX/Pia).
  - Implemented friendly multiplayer lobbies on Nintendo Switch by creating a custom native plugin for Unity to integrate the C++ Switch Friends API. Source code available on the Nintendo Switch developer forums. Search for "Friends API native plugin for Unity".
  - Implemented bullet hell dodging AI by rotating the subject around the closest bullet in the direction away from the bullet's movement vector.
  - Fixed font baseline inconsistencies in Chinese, Japanese, and Korean bitmap fonts by building a font correction tool so translators could generate fixes for font data.
  - Built several other tools to aid in development including "Bullet Builder", "Wave Creator", and "Rawchars".
  - Released the game on all four platforms, in ten languages, worldwide, simultaneously.

Software Developer - *TinyMob Games* (2014 - 2017)

- **M.E.R.C.** (*Early Access* 2017) - *Steam*
  - Developed tactical combat AI for player and enemy units using behaviour trees.
  - Developed real-time online multiplayer features using Photon Unity Networking.
  - Worked closely with artists to integrate assets and develop UI.
  - Worked closely with the director and designers to prototype and develop new game features.
  - Developed special abilities system for creating unique player abilities.
- **Tiny Realms** (Released 2014) - *iOS, Android*
  - Developed networked game features such as leaderboards, messaging, and guilds using our in-house API.
  - Designed and built developer tools including map and level editors, data conversion tools, and other content creation tools.

Other Software Projects

UNET & Steamworks Example Project - www.github.com/rempelj/unet-steamworks

- Implemented online multiplayer using Unity UNET and Steam P2P without any extra costs or need for third party plugins or services.
- Shared the source code with the community for other Unity developers to use as a starting point.

Education

Diploma in Computer Systems Technology - *Camosun College* (2011 - 2013)

More Information

More details on my portfolio at www.justinrempel.com.