

Tristan Chambers

Senior Game and Software Developer

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Professional Skills

- **Leader**
I am able to take charge of, manage, and plan the project to make sure the work gets done correctly and efficiently.
- **Teamwork**
I listen and communicate with every member of my team so we can make informed decisions together.
- **Problem Solving**
I am very good at brain-storming for the best solutions.
- **Friendly**
I try to make friends with everyone I meet.
- **Dedicated**
Once I start a project, I am dedicated to that project.
- **Efficient**
I am constantly trying to improve everyone's workflow to make sure that we are being as efficient as possible.

Development Tools

- **Unreal Engine 4 & 5**
2+ years experience with blueprints & C++.
- **Unity 3D & Visual Studio**
10+ years of experience across at least 4 different successful products.
- **Multiple Platforms**
Helped ship 4 games on various platforms. (Xbox, PS, Steam, Epic, Switch & Stadia) Experience with shipping iOS and Android.
- **Git, Perforce, Plastic**
10+ years experience with up to 20 programmers and developers on the same project.
- **Website Development**
Used tools such as Blazor/Razor, Bootstrap, jQuery, Ajax, and many more to build responsive websites.
- **Web API**
Experience using Asp, C# Minimal API, Java Spring, Redis, and MySQL to create fast web API's for use with games.

Technical Skills

- **Unreal Blueprints**
2+ years of experience using Unreal blueprints.
- **Unreal & C++**
2+ years working with the C++ API working on gameplay, system, and tool programming.
- **C#**
.Net, Unity 3D & Windows Forms.
- **Java**
Java spring, app and server development.
- **Blazor / Razor**
- **HTML, Javascript & CSS**
AJAX, jQuery, PHP, ASP, Blazor.
- **Objective C (iOS)**
- **MySQL & SQLite**
- **Linux, Mac, & Windows**
I have used both Mac & Windows as my development environments. I've used Ubuntu Server to set up Web, Mail, Git, and file share servers on virtual and dedicated machines.

Projects & Experiences

- **Run The Court (2023)**
A skills-based basketball competition, combining authentic basketball with arcade gameplay to create a one-of-a-kind mobile sports gaming experience.
- **Zorro The Chronicles (2022)**
Zorro The Chronicles is an exciting and humorous action game that includes combat and exploration scenarios inspired by the TV series. The epic adventure immerses you in the world of the successful animated series Zorro The Chronicles.
- **Heat (2019)**
Welcome to America. Survive the wilderness, establish yourself, raise a family, and dominate the land. Gain power as President, deliver justice as Sheriff, fight for your tribe as Chief, or show some southern hospitality as Governor.
- **Reign Of Kings (2015)**
Struggle to survive in a harsh medieval world. Hunt wildlife, mine resources, build structures, and craft weapons and armor in order to protect yourself. You may form a guild, bring war to all opposition, and try to seize the throne and become king!



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Projects & Experiences Continued

- **Unannounced RPG Game (2023)**

Helped create a RPG game in Unreal 5 using Blueprints and C++. The game is not released so I cannot talk much about it. I was responsible for setting up the multiplayer and helped with some gameplay.

- **Moduwar (2023)**

Moduwar is a unique take on Real-Time Strategy. Take control of a Modu - an alien creature with an ability to grow different organs, split and merge them, depending on your playstyle.

- **Multiple Platforms**

During the development of Zorro The Chronicles, I helped develop and deploy builds for Xbox One, Xbox Series, PS4, PS5, Stadia, Nintendo Switch, Steam, and Epic Games.

- **Steam Store Experience**

I have helped ship 4 titles over the 10+ years I have been in game development. I know how to get approved by steam, set up a steam store page, and put a build live.

- **Large Multiplayer Systems**

Built networking systems for multiple large multiplayer games which offered solutions that range from dedicated servers to peer-to-peer. I have had to solve problems with reducing round trip processing time, improving overall performance, and adding new features to third party assets to fit the needs of the game. I also have built smaller scale networking solutions using sockets when the third-party assets were not enough.

- **Photon PUN, Realtime, Quantum**

I helped build a performant mobile match based game using Photon Quantum. I am also very familiar with Photon PUN and Realtime having worked on multiple games using it.

- **Ethereum & Immutable X**

Created a Java Spring backend and C# API to communicate with ImmutableX and manage NFTs for use within a video game.

- **Unannounced Mobile Online Game**

Experience building online services for a mobile online game. From in-game networking using photon and unity network transport, to PlayFab Game Servers and Data, to AWS custom instances. I've built an entire matchmaking and server monitoring platform using C# minimal API and a Blazor web portal.

- **QA Automation Tools**

I built a quality assurance tool to automate the testing of a multiplayer game. The tool was capable of starting many instances of the game, automatically adjusting the in-game settings, joining a game server, and running customizable commands once in the game.

- **Steam Auto Update Pipeline**

Using SteamCMD I was able to create a console application that would check if there was a new build on steam and if so download it and automatically restart and update our dedicated servers within 15 minutes.

- **Editor Build Tools**

I built a Unity Editor window that allowed anyone on the team to customize how a build was made and what components to include in the build. The window featured a preset system which made the lives of our QA team much more productive by reducing the number of possible mistakes that could be made.

- **Unity Performant UI Design**

In the past I have built many kinds of different UI designs that were performant. I prefer to build UI that can stream in its content over time (if it can) to avoid hitches or frame drops in the game.

- **Game Profiling and Debugging**

Used built-in and custom made tools to debug and find areas of slowdown in massive code bases.

- **System and Data Oriented Design**

I created a framework for the Unity engine that encourages developers to use a system based design to allow for easy transition to Unity's Entity Component System or to the Data Oriented Tech Stack.



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Projects & Experiences Continued

- **Custom Save System**

I built a custom save/serialization system in C# in order to simplify the saving process for developers. It had built-in features to upgrade old saves, supported multiple storage formats such as flat file, SQLite, or even a remote database, and was incredibly easy to use and flexible.

- **Game Server Monitoring Software**

Created software with the purpose of monitoring and managing our many servers when we went live.

- **Game Profiling and Debugging**

Used built-in and custom made tools to debug and find areas of slowdown in massive code bases.

- **Unity ECS, DOTS & Jobs**

I can utilize the DOTS packages to increase the performance of any game. I am familiar with creating render systems, physics systems, subscenes, and using entities to increase performance over the older MonoBehaviour approach. I am an advocate of Data Oriented Design over Object Oriented Design and I am comfortable with multithreading using Jobs and the unity native collections.

- **Multiplayer Ranking System**

In Moduwar, a unique take on RTS, I developed a simple ranking system that allows players to rank up if you win and down if you lose. How much your rank moved was based on the ranks of others in the lobby.

Work History

- **Tiny Wizard Games (2023-Present)**

Worked as a Senior Software Engineer creating online services for a mobile game as well as some gameplay programming for a birds eye 3D game.

- **Bkom Studios (2021-2023)**

Worked as a Senior Game Developer specializing in Systems and Engine programming in Unity.

- **Phantom Hound Studios (2020-Present)**

Worked as a founder and Technical Director to bring expertise and development leadership to the startup.

www.PhoantomHound.net

- **Biohex Games (2020-Present)**

Worked as a programmer in my spare time and brought my multiplayer and Unity 3D experience to help the development of the unique RTS called Moduwar.

- **CodeHatch (2013-2019)**

Worked with up to 20 other teammates on 3 titles: Heat, Reign Of Kings, and StarForge.

- **Various Other Job's Since (2006)**

Education History

- **NAIT, Edmonton**

September 2010 - 2013.
Participated in the DMIT Program.

- **Centre High, Edmonton**

September 2009 - 2010.

- **Jasper Place High, Edmonton**

Sept 2006 - 2009.

- **Awarded High School Diploma**

June 2009.

References Available Upon Request