

Bradley O'Farrell

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Objective

I'm a seasoned professional with strong analytical skills, a solid foundation in web development and a proven ability to learn quickly and resolve complex technical problems. Varied experience in many roles within the software development process, from QA, coding, and product management. Recently I've been learning real time computer graphics using Unreal Engine and Unity, as well as 3D asset creation using Blender. I am currently looking for full or part time work on a software development team in any roles that fit my background.

Education

Bachelor of Science in Computer Science

State University of New York ESC, New York, May 2013

Full Stack Web Development Bootcamp

General Assembly, Atlanta, December 2017

Skills

React, C#, Java, Unity, Unreal Engine, MongoDB, Selenium, Machine Learning, AWS Test Automation, 3D Modeling, Front-End Development, APIs, Agile, ChatGPT/LLMs.

Professional Experience

Independent Game Developer

Self Employed, New York, November 2022 to present

- Studied and completed online courses, tutorials, and projects in Unreal Engine, Blender, C++, and computer graphics using educational platforms like Udemy.
- Participated in several hackathons, developing game prototypes, assets, and code. Worked on several small complex projects such as a multiplayer VR basketball game made in Unity and an open world adventure game made in Unreal Engine. (Portfolio: <http://bradofarrell.com>)
- Gained practical experience through personal projects involving C#, C++, Blueprints, environment design, character animation, and interactive game mechanics, shaders, and rendering (both real time and prerenders).

Front-End Developer / Gameplay Researcher

Duel Group Inc, Remote, March 2022 to August 2022

- Helped build user interface for an AI-driven gameplay clipping tool for Twitch streamers.
- Researched competitive strategies of top competitive games, created guide-based content.

Educational Game Developer

MaidenVoyage.org, Remote, January 2020 to January 2021

- Designed and built an edutainment game (similar to Oregon Trail) for a Polynesian historical education grant organization <http://MaidenVoyage.org>
- Developed web-based game using Bootstrap, JQuery, and Javascript for frontend, Node for backend. Game is playable on <https://bradofarrell.com/the-wayfinder-voyage/>

Technical QA, The Walking Dead Slots

Fox Cub Games, Remote, July 2019 to January 2020

- QA lead for two major features within slots app, focus on improving revenue and retention.
- Documented, triaged, and reproduced bugs using Unity, CUDLR, C#, Javascript, and JIRA.

Full Stack Web Developer

Tata Consultancy Services, Atlanta, January 2018 to May 2019

- Wrote unit tests for the natural language processing search API, client-side search filters.
- Built and managed websites for various clients using Wordpress, Drupal, PHP, JS, and React.
- Worked on complex established eCommerce sites like <http://homedepot.com>, <http://lobsterfrommaine.com> and <http://cancerscreenweek.org>

Search Ranking Analyst

Facebook via Pro Unlimited, Menlo Park, January 2017 to May 2017

- Used Facebook's internal tools to analyze effectiveness of changes to the search product.
- Supported engineering team by using templating language JINJA to write custom SQL queries.

Mobile Game Content Designer and Product Manager

NetEase Games, San Francisco, May 2015 to January 2017

- Designed quests and events for Eternal Arena (MOBA) and Tome of the Sun (MMO)
- Programmed game prototypes in Javascript, used for balancing and user testing.
- Learned industry-standard design patterns from monthly educational seminars.

Game Designer and Kickstarter Project Manager

Cantrip Games, New York, April 2013 to April 2015

- Designed a card game ('Story War') that raised \$360,000 in sales on Kickstarter in 30 days.
- Spent 2 years developing a card game and a companion mobile app and animated short.
- Printed and shipped over 20,000 physical card game units.
- <https://www.kickstarter.com/projects/cantripgames/story-war-the-storytelling-party-game>