

Johnathan Brandstetter

530 East E Street Ontario, CA
91764. (909) - 479 - 7849
Brandstetterj95@gmail.com
[GitHub Profile](#)
[LinkedIn](#)

EXPERIENCE

Playchemy Inc, Remote, CA — Business Development Director

Dec 2020 - PRESENT

- Built and managed partnerships with players and companies in the gaming industry, from multi-brands and IPs to game platforms and marketing networks.
- Identified new business opportunities to maximize the constructive collaboration between existing partnerships.
- Worked with multi divisions on designing strategies, product design, management, marketing, pr, analytics, and finances.
- Translated U.S.-marketed projects for overseas publishers.

United States Air Force, TX, FL, SC — Non-Destructive Inspection

March 2019 - May 2021

- Responsible for sunsetting, launching, and continuous improvement of Support services.
- Managed numerous supply programs and utilized databases to track inventory daily.
- Reviewed requisitions, supporting documents, and reference material to determine if priority supply action would be required.
- Performed administrative office support functions and maintained cooperative and positive relationships with team members, related functions, and operating officials.
- Corrected discrepancies and maintained inventory of non-expendable property for services organization following established guidelines and procedures.

Flying Tiger Entertainment, Fullerton, CA — Associate Producer

March 2014 - August 2018

- Monitored scope, quality, budget, and schedule with Excel and Project.
- Managed 10+ exterior projects concurrently, ensuring on-time delivery and meeting quality standards.
- Responsible for publishing content to online digital ecosystems.
- Calculated budgets and schedules for project bids on numerous platforms.
- Identified and managed content from Japan for publishing in North America.
- Submitted titles for release on PlayStation, Xbox, and Nintendo.
- Drove end-to-end testing lifecycle, including development, planning, execution, reporting, and closure.
- Analyzed product quality and usability, assessed system limitations, and created risk reports.
- Hosted test closure activities such as ware test evaluations, knowledge transfer & retrospectives.

SKILLS

C#/C++, Java, Python, JavaScript, HTML, MySQL/ SQL, Unity3D, Git, MS, Redmine, Photoshop, OpenCV.

COURSEWORK

Data Structures and Object-Oriented Design, Discrete Structures, Web Technologies, Database Systems, Software Engineering, Data Structures and Analysis, Game Design, and Computer Systems.

HONORS & AWARDS

-Upsilon Pi Epsilon, Alpha Sigma Lambda, National Society of Collegiate Scholars.
Deans' List:
- Every Semester from 2021-2023.

EDUCATION

UMGC, Maryland — Bs, Computer Science

Dec 2021 - Oct 2023

PROJECTS

Rts — C#

-Developed a functional game engine in C++ for Windows during a semester at UMGc.
- Designed and implemented engine subsystems such as rendering, audio, collision, physics, and game world models
- Utilized knowledge of DirectX rendering pipeline and shaders

School - HTML

Web dev project for creating student login identification with references to external resource pages for the learning environment.

School- SQL

Created a DB system using Oracles SQL DB that would be used for a video store to request multiple subsystem applications for multipurpose processing.

