



JOHNNIE OTIS

GAME SOFTWARE ENGINEER

CONTACT

+1 619-244-8399
johnrotisjr@gmail.com
linkedin.com/in/johnrotisjr
www.johnrotisjr.com

SKILLS

Programming Languages

- C#
- C++

Engines

- Unity
- Unreal
- Custom

Systems

- Gameplay/Ai/Animation
- UI/UX
- Network

Platforms

- Mobile (Android, iOS)
- Console (PS4/5, Xbox, Switch)
- PC (Windows, Mac)

Additional Competencies

- Asynchronous Programming
- Agile Development
- CI/CD
- Tooling
- Mathematics
- System Design
- Engine Architecture
- Testing Methodology
- Design Patterns
- Optimization

EDUCATION

Coleman University (2015)
8888 Balboa Ave San Diego, CA
BS in Game Programming
Development and Design



SUMMARY

Seasoned Software Engineer with 10+ years of delivering high-quality, cross-platform titles on consoles, PC, and mobile using C#, C++, and modern engines. Expert in architecting modular systems for gameplay, UI, networking, animation, and AI. Proven track record in Agile development, building editor tooling, and optimizing performance through profiling. Skilled collaborator and mentor, adept at driving end-to-end system design, testing strategies, and scalable architecture in fast-paced environments.



WORK EXPERIENCE

- Autumn Games** *Lead Software Engineer* Aug 2025 - Present
- Led feature scoping and translated product requirements into actionable Jira tasks.
 - Provided tech leadership for a team of engineers, guiding team decisions.
 - Partnered with product and management to define engineering roadmaps
 - Implemented features and contributed to core systems within the codebase.
 - Coordinated cross-team collaboration with art, design, QA, and production
 - Managed release cycles, including build coordination and release candidates.
- Next-Gen Tech** *Senior Software Engineer (6mo Contract)* Sep 2024 - Feb 2025
- Led mobile game development, coordinating feature design and delivery.
 - Designed and implemented core gameplay, animation, and UI systems.
- Mod.io** *Unity Library Engineer* Nov 2022 - Oct 2024
- Engineered a multi-platform SDK to facilitate UGC integration across games.
 - Designed and integrated monetization features into the Mod.io Unity SDK
 - Built and maintained a CI/CD pipeline for automated builds and tests
- Jam City** *Software Engineer* Mar 2019 - Aug 2022
- Built UI, Social, Monetization, and Gameplay features for HGTV: My Design
 - Developed Unity-based asset-search and preview tools to optimize art workflows.
 - Conducted performance profiling to identify and fix bottlenecks
 - Collaborated with design, art, QA, and product teams
- Appatheia** *Associate Software Engineer* Apr 2016 - Mar 2019
- Engineered a match-detection algorithm to drive core gameplay mechanics.
 - Integrated third-party Unity SDKs for in-app purchases and analytics tracking.
 - Built real-time client-server communication for live gameplay updates.
- SCEA** *QA Test Analyst* Nov 2014 - Jan 2016
- Developed automated test scripts for PS3 and PS4 titles.



PERSONAL PROJECTS

[Github Link](#)

- Aerial Resistance - A 2D side-scrolling Shoot 'em up** Feb 2025 - Present
- Solo developing a side scrolling shoot em up jet game.
- C++ Game Engine** Nov 2024 - Jan 2025
- Built a custom engine with UI, States, Animations, Audio, Networking, Scene Graph.