



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
- UI/Animation
- Network

Platforms

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

Additional Competencies

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

EDUCATION

Coleman University
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 engine architecture in fast-paced environments.



WORK EXPERIENCE

- **Next-Gen Tech** *Senior Software Engineer* Sep 2024 - Present
 - Managed a team of engineers and artists through game development phases
 - Designed and implemented Gameplay and UI systems
 - Developed efficient architectures leveraging sync/async ops.
 - Led sprint planning and prioritized cross-functional tasks
- **Mod.io** *Software Engineer* Nov 2022 - Oct 2024
 - Engineered a versatile multi-platform SDK to facilitate UGC integration
 - Implemented reliable server-client communication for Mod.io's SDKs.
 - Prototyped and implemented multiplayer integration solutions.
 - Ensured quality by profiling to identify and optimize bottlenecks.
 - Interviewed prospective engineers and provided mentorship to junior hires.
- **Jam City** *Software Engineer* Mar 2019 - Aug 2022
 - Created a crop Image feature with real-time previews and intuitive controls.
 - Added support for dynamic object placement at runtime using vector math.
 - Boosted team productivity by building asset-search and preview tools.
 - Conducted branch integration testing with Unity and C# unit tests for stability.
- **Appatheaia** *Associate Software Engineer* Apr 2016 - Mar 2019
 - Developed and optimized a match-detection algorithm
 - Implemented a Store that integrated secure in-app purchases via network APIs
 - Designed boss-level AI behaviors with Behavior Tree patterns
 - Collaborated with cross-functional teams to ensure high-quality delivery
- **SCEA** *QA Test Analyst* Nov 2014 - Jan 2016
 - Developed automated test scripts for PS3 and PS4 titles.



PERSONAL PROJECTS

Aerial Resistance - A 2D side scrolling Shoot em up Game (2025)

- Architected a modular, service-based framework using a lightweight service container and an event-driven workflow for clean decoupling.
- Developed data-driven enemy AI behaviors enabling customizable phases

No Way Out Engine - Custom Mini C++ Game Engine (2024)

[Github Link](#)

- Built a custom engine with UI, States, Animations, Audio, Networking, Caching, Input, Visual Effects, Scene Graph.