

Nick Holbrook

Senior Full Stack Unity Developer



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<https://nickholbrook.pro/>

Summary

Dynamic and results-oriented Senior Full Stack Unity Developer with extensive experience in game and mixed reality development. Proven track record of establishing well structured development teams that deliver high-quality projects within budget and time constraints. Expert in Unity, C#, Solana, Azure PlayFab, software architecture, and game design principles, with strong servant leadership and problem-solving skills. Committed to driving innovation, optimizing game performance, and enhancing user experiences in 2D, 3D, VR, and AR environments. Adept at remote collaboration and cross-functional teamwork, ensuring seamless integration of cutting-edge solutions.

Technical Skills

- **Programming Languages:** C#, JavaScript, Lua, Solidity, Rust
 - **Game Engine:** Unity (2D, 3D, VR, AR, Android, iOS, Standalone, WebGL, Console)
 - **Other Tools:** Git, GitHub, GitKraken, Perforce, Jira, Confluence, Trello, Jenkins, Slack, Teams, Discord, ChatGPT, DALLE, Adobe Express, AR Foundation, TextMeshPro, Unity Analytics, DOTS, Agile Methodology, Miro, Zoom, Google Docs/Spreadsheet/Slides, Google Hangouts
 - **Networking:** REST, RPC, WebSocket, Mirror, Photon
 - **Backend:** Firebase, Azure PlayFab, Azure Functions, Node.js, Parse, MongoDB, Nakama, CockroachDB, Solana, Ethereum
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Professional Experience

Senior Software Engineer | Misfits Gaming Group

Aug 2023 - Jan 2024 | Full-Time | Remote

- Led the engineering team in implementing high-impact features, reducing bug incidents by 40% through rigorous code reviews.
- Spearheaded the creation of comprehensive documentation, enhancing team efficiency by 33%.
- Improved deployment efficiency by 50% through optimized DevOps practices and pipelines using Jenkins, Git, and GitKraken.
- Fostered collaboration with game designers and artists, resulting in a 25% increase in user engagement metrics.

Senior Software Engineer | AscentXR

Nov 2022 - Aug 2023 | Contract | Remote

- Pioneered the development of advanced XR solutions, leading to a 30% increase in client satisfaction.
- Enhanced system performance, reducing load times by 50% and boosting user experience.
- Integrated cutting-edge web services into Unity projects, leading to a 70% increase in client satisfaction.
- Delivered high-quality XR solutions within tight deadlines, contributing to a 25% growth in company revenue.

Lead Unity Developer | Flite Golf & Entertainment

Aug 2021 - Nov 2022 | Full-Time | Hybrid

- Directed Unity development for a scalable golf entertainment system, increasing customer retention by 40%.
- Implemented complex networking solutions, improving multiplayer performance by 25%.
- Streamlined project planning and budgeting, delivering projects 10% under budget and ahead of schedule.
- Established efficient development workflows, increasing team productivity by 75%.

Senior Unity Developer | Another Reality Studio

Sep 2020 - Aug 2021 | Contract | Remote

- Led the development of immersive AR, MR, and VR projects, resulting in a 60% boost in user engagement.
- Developed core networking systems, resolving critical issues and enhancing gameplay stability by 70%.
- Authored comprehensive project documentation, reducing onboarding time for new developers by 55%.
- Successfully launched applications on iOS and Android platforms, achieving a 4.6-star average rating across stores.



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