Brandon Withington

503-267-0618 | brandon.f.withington@gmail.com | Linkedin | Portfolio

Skills

Languages: C#, C, C++, Lua, Python, SQL, JavaScript, HTML, CSS, Java, GLSL, HLSL
Technologies & Software: Unity, Unreal, Git, Gitea, VS Code, Visual Studio, OpenGL, Blender, PyCharm, IntelliJ

Experience

XR Software Engineer II **Oct. 2025 - Present**

Human Mode

- Developed scalable XR systems, including input handling, locomotion, UI, multiplayer experiences, networking, and physics driven interactions across multiple headsets (Quest & PCVR), Android, and desktop PC systems
- Led a team initiative to strengthen our creator community by delivering template worlds, analyzing user feedback to identify pain points, and driving actionable improvements. Resulting in enhanced platform features and a 14% increase in uploaded worlds
- Resolved critical issues across content creation tools, in-game services, and platform systems, improving overall reliability and contributing to a 17% increase in returning first-time guests.

XR Software Engineer **Mar. 2022 – Oct. 2025**

Human Mode

- Designed and implemented core game mechanics and led the development of 50+ cross-compatible VR, and PC game world environments for a Unity-based Metaverse platform, driving 38% of total user visits across the platform
- Optimized platform wide performance by identifying and resolving bottlenecks using GPU and memory profiling tools. Resulting in a 30% improvement in overall platform stability
- Developed and maintained comprehensive tutorials, world templates, guides, and technical documentation to enhance creator knowledge and content quality

Game Developer **Nov. 2021 – Mar. 2022**

Human Mode

- Collaborated with artists and game designers to develop and launch a new game mode, increasing daily active players by 15% within the first month of its release
- Designed and implemented a reactive AI combat and player stealth system using C# and Unity, enhancing gameplay across four game environments and increasing returning players by 9%

Projects

Multi-platform Mini Golf Game & Framework

- Constructed a mini-golf game environment set in a vibrant fantasy-themed world, featuring fully complete realistic custom physics, obstacles, dynamic lighting, and immersive sound design to enhance gameplay across VR and PC platforms
- Published the framework as a shareable package showcasing proper physics handling as an example for community content creators to build upon

Massive Loop VR & PC Bowling Club

- Developed a multi-platform VR and PC Physics Driven Bowling game, featuring fun intuitive game play, complete with interactive mechanics, fully functional physics based darts and dartboard, and cross-device synchronous multiplayer functionality to enhance player engagement
- Implemented an intricate synchronized scoring system alongside fun ways for players to express themselves by customizing their bowling ball colors, and dynamically adjusting their size

Oklahoma City University Virtual Campus

- Led the development of the official cross-platform VR & PC virtual campus environment for Oklahoma City University's Admissions department
- Optimized virtual campus and classroom systems, integrated Photon Cloud data pipelines with C# to enhance the collection of aggregate user data, integrated fun golf-cart with realistic mechanics

Education

Oregon State University

Bachelor of Science in Computer Science *Corvallis, OR*