

# Brian Laflamme

C++ Programmer and Unreal Engine Developer

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## SUMMARY

Lead game developer with seven years of expertise in Unreal Engine, specializing in C++ and Blueprint scripting. Solo developer of "Heroes of Eldemor" on Steam, with additional experience delivering multiplayer games across PC, Xbox, Meta Quest, and Android platforms. Proficient in Linux dedicated servers and Docker, managing game server fleets using Google Kubernetes Engine and PlayFab Multiplayer Services. Fluent in optimizing VR platform performance and enhancing gameplay interaction with specialized gamepad controls. Developed frameworks for character controls, camera logic, and the Unreal Gameplay Ability System. Skilled in project scoping and task prioritization, consistently ensuring the timely delivery of high-quality products.

<https://www.robosquad.com/>

<https://www.busterbotsgame.com>

<https://github.com/blaflamme87>

[https://store.steampowered.com/app/1568730/Heroes\\_of\\_Eldemor/](https://store.steampowered.com/app/1568730/Heroes_of_Eldemor/)

<https://www.youtube.com/watch?v=xcJl81W1xw>

## EXPERIENCE

### **Iron Goblin, Edmonton, Alberta, Canada — Senior Engineer**

<https://irongoblin.com/#studio>

June 2024 - Aug 2024 (3 month contract)

Iron Goblin was founded by two ex-Bioware devs and I helped bring their dungeon delver to life. I created frameworks and oversaw development of key features of their prototype. I implemented client prediction elements into their multiplayer mechanics and created abilities, fixed some bugs along the way.

### **Zollpa LLC, Rochester Hills, MI — Gameplay Engineer and Lead Debugger**

<https://www.linkedin.com/company/zollpa/>

Aug 2023 - Apr 2024

As the Lead Debugger at Zollpa. I handled fixing any major crashes and issues with dedicated servers. I managed the game server fleets on Google Kubernetes Engine. I also was a major player in crafting character abilities and I was the team's gamepad specialist. I've also done voice acting for the game.

## SKILLS

Unreal Engine

C++

Blueprint  
Scripting

Multiplayer

Debugging

Optimization

Character  
systems

Combat systems

Profiling

Git

Perforce

Plastic SCM

Kubernetes

Agones

Linux

Dedicated  
Servers

CI/CD

Jenkins

C#

Unity

Sound  
Engineering

## EXPERIENCE (continued)

### **Theory Studios, Orlando, FL — *Gameplay Engineer***

<https://www.theorystudios.com/>

May 2023 - Aug 2023

At Theory Studios, I worked on the game Buster Bots, which has since shipped to the Meta Quest marketplace. I was responsible for crafting gameplay logic and getting hand tracking features implemented. I also helped debug their peer to peer connection system.

### **Another Reality Studio, St. Louis, MO — *XR Developer***

<https://anotherreality.studio/>

Jan 2022 - Apr 2023

Contracted as Unreal developer on a variety of different projects that use PC VR, Mobile VR, AR, and pixel streaming. Wrote source code for gesture recognition with Quest hand tracking and helped create a full body IK rig for VR players. Also worked on a number of simulation based projects for the industrial sector.

### **Singularity-Interactive, Boulder, CO — *Unreal Generalist***

<https://singularity-interactive.com/>

Aug 2021 - Jan 2022

At Singularity I helped them build out their Android game. I optimized the graphics and CPU performance for mobile. I implemented asynchronous loading of assets, did some level design, worked on particle effects, helped rework the combat system, and improved the overall player facing experience.

### **Solo Development, Pinckney, MI — *Unreal Generalist***

<https://blaflamme87.wixsite.com/portfolio>

Apr 2020 - May 2021

Solo developed Heroes of Eldemor. This required knowledge of multiplayer systems, Steam back-end, Unreal Gameplay Ability System, performance testing and optimization.

### **Dreamgate VR, Ann Arbor, MI — *Unreal Generalist***

<https://www.dreamgatevr.com/>

Mar 2019 - Apr 2020

At Dreamgate VR, I specialized in optimizing VR games for enhanced CPU and GPU performance, alongside network efficiency, ensuring a smooth and responsive gaming experience. Additionally, I played a key role in assembling a full-body IK rig for VR players, which significantly improved player immersion by enabling more realistic and accurate body movements within the virtual environment.

### **Self Employed Guitar/Bass/Drums Teacher, Pinckney, MI**

Jan 2008 - Jan 2018

I've taught guitar, bass, and drums to kids as young as six as well as adults and senior citizens. I'm proficient in music theory and can play in any time signature.

## PROJECTS

### **RoboSquad Revolution** — *Gameplay Engineer and Lead Debugger*

A FreeToPlay fast paced third person shooter, available on Steam.

[https://store.steampowered.com/app/2363620/RoboSquad\\_Revolution\\_Beta/](https://store.steampowered.com/app/2363620/RoboSquad_Revolution_Beta/)

### **Buster Bots** — *Gameplay Engineer*

A multiplayer VR game with character creation and brawling battles, available on the MetaQuest marketplace.

<https://www.meta.com/experiences/6296780257048873/>

### **Hell Reborn** — *Solo Developer*

A fast paced arena shooter with PvE elements.

<https://conkreteface.itch.io/hell-reborn>

### **Heroes of Eldemor** — *Solo Developer*

A small-scale, open world medieval sandbox RPG that has networked multiplayer.

[https://store.steampowered.com/app/1568730/Heroes\\_of\\_Eldemor/](https://store.steampowered.com/app/1568730/Heroes_of_Eldemor/)

### **Robot Onslaught and Survive the Night** — *Unreal Generalist*

Two PC-VR games, designed specifically for arcade-style demonstrations with multiplayer.

<https://www.dreamgatevr.com/>

### **GitHub** - <https://github.com/blaflamme87>

My public GitHub profile with some demos and feature creations.

## RECOMMENDATIONS

### **Dean Roskell** — *Founder at Iron Goblin, Ex Senior Designer at Bioware*

"It was a pleasure having Brian work with us at Iron Goblin. He joined us for the production of our prototype, quickly adapting to our team and the project's goals, contributing ideas that fit right in with our vision. His strong understanding of Unreal Engine allowed him to take on key features, where he led the development from concept to completion.

One of the standout examples of his leadership was when he took charge of solving our challenge with networked physics, a feature we'd been struggling to implement. Brian led the initiative, developed a solution, and through it introduced us to features within Unreal Engine that expanded the project's possibilities. His ability to guide tasks, make informed decisions, and keep things moving smoothly was a huge asset.

Brian is not only highly skilled but also a pleasure to work with—easy to chat with, great at brainstorming, and someone we all learned a lot from. We're definitely hoping to collaborate with him again in the future."

### **Rob Lester** — *Creative Director at Zollpa*

"Beneath Brian's lighthearted exterior lies a sharp mind that not only excels in game development but also in fostering a fun and inclusive environment. He's bold in championing his beliefs, which inspires respect and innovation among his peers. Additionally, he was key with bug fixing and helped get our game server fleets up and running, proving to be an indispensable asset to our technical team."

### **David Andrade** — *CEO of Theory Studios*

"Brian is an incredible Unreal developer with a wide breadth of knowledge of the engine and its capabilities. From Multiplayer, to hand interactions, to using custom Oculus code, Brian was able to deliver fun and interesting gameplay, with a strong focus on coding clarity. Brian is a great addition to bolster any Unreal team!"

### **Brad Martin** — *CEO of Another Reality Studio*

"Brian possesses a friendly and relaxed demeanor, and his hard-working drive is evident in everything he does. He is always willing to go above and beyond what is required of him to ensure the success of the project. In addition to being extremely talented, Brian is also a pleasure to work with, and he would fit seamlessly into any company culture worth having."

### **Adam Morrell** — *Lead at Another Reality Studio*

"Brian is great to work with, friendly, and eager to help. He's a knowledgeable developer and a great feature designer. Anything he doesn't know he'll learn fast."

## RECOMMENDATIONS (continued)

### **Justin Chadbourne** — *CEO of Singularity-Interactive*

"Brian did an absolutely excellent job driving our game project forward in really difficult conditions and with a significant lack of support from the business at the time. For every task he took on he not only completed it but kept going the next few steps to prototype, explore, or add in delightful details. This was deeply appreciated and added a lot to our project."

### **Craig Albert** — *CEO of Dreamgate VR*

"Brian is a genuinely passionate Unreal developer. He is clearly driven by a natural curiosity to learn and master game development, and it shows in his breadth of knowledge and expertise. His great work has left a lasting positive impact on Dreamgate."