

Justin Fletcher

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Summary

Experienced Independent Game Programmer and Software Engineer. Latest endeavors include starting an independent game development studio, building a custom game engine, assisting in the development of a pixel meta-verse, and leading a team to build On Demand Healthcare solutions. Skilled in C++ and Unity game development as well as Java, AWS, and various Web tech. Bachelor's Degree focused in Computer Science.

Experience

Game Developer

Independent Contractor

Sep 2021 - Present

- Develop the input, interaction, and saving/loading system for a first-person puzzle solving game (Unity, C#)
- Co-lead design and assisted in programming for a VR surgical tool simulator adventure puzzle game. (Unreal, Blueprints).
- Developed a prototype infinite runner game that integrated musical alteration elements (Unity, C#, FMOD)
- Ongoing development of internal and personal game projects. (C/C++/Jai)

Game Developer

Limitless Labs

May 2022 - Feb 2023

Support the development of the 2D, online multiplayer community focused browser game, Atlantis World.

- Develop Game Systems including: Quests, Collision detection, and Client-server interaction. (JS, TS, WebRTC, Phaser).
- Manage game-server development (Node JS, Redis, MongoDB).
- Setup an in-game video chat using Jitsi.

Lead Software Developer

CaringOnDemand

May 2016 - Sep 2021

Develop apps and systems for an On-demand Home Health Aide Application spanning a suite of applications across multiple platforms.

- Cloud architect and developer for Apis / services / event driven system.
- Code review and refactoring, developers mentorship and training.
- API and microservices (AWS, Java, Jersey)
- Integration with multiple 3rd party systems (Twilio, Sendgrid, Stripe, firebase. AWS).
- Mysql and Redis database administration
- Native Android Java application with offline support, geo-fencing, notifications, encryption, qr.

- Multiple web applications (HTML, JS, CSS, PHP)
- Video chat recruiting application written written in JS and Java

Computer Programming Learning Assistant

Florida International University

Sep 2015 - May 2016

- Assist both professors and students during active learning classes for Computer Programming
- Creating course content.
- Hold review and tutoring sessions.

Freelance Application Developer

Self Employed

Aug 2014 - Dec 2014

- Created an inventory management application that utilized the iPhone camera to scan QR codes and print labels to wireless printers.

Web Developer

Fletcher Web Design

Aug 2006 - Jan 2009

- Designed and developed professional web pages for Actors/Actresses, Talent Agencies, Musicians, and Management Companies.

Education

Florida International University

Bachelor's Degree, Computer Science

2011 - 2016