

John Melvin

john@blagsmith.com

(512) 297-6309

53581 Brookie Way, La Pine, OR 97739

EXPERIENCE

Software Engineer (Unity / C#) – Broken Circle Studios

May 2025 – Present

Developer on various premium mobile projects, implementing core systems for rewards, collectibles, player profiles, seasonal content, and board mechanics. Focused on ensuring modularity, maintainability, and performance of gameplay components, collaborating closely with design and art teams to polish the player experience.

Senior Software Engineer (Unity / C#) – Unplay, Inc

Nov 2023 – May 2025

Led diverse technical initiatives for a VC-funded immersive storytelling platform, reporting to the CTO. Primarily targeted UI and gameplay implementation, as well as database integration, voice and video chat features, and custom tools for Unity.

Lead Software Engineer (Unity / C#) – Wimo Games

Feb 2022 – Nov 2022

Managed a small engineering team as technical lead for *RPG Dice: Heroes of Whitestone*, overseeing live operations, rapid bug resolution, and continuous version updates. Ensured seamless gameplay experiences and timely content delivery, driving player engagement and retention.

Software Engineer (Unity / C#) – KingsIsle Ent. / Wimo Games

Feb 2013 – Feb 2022

Generalist programmer focused on gameplay systems and UI. Collaborated with Game Design, Art, and Core Tech teams to rapidly iterate on game concepts. Contributed to multiple mobile game projects, including the globally released *RPG Dice: Heroes of Whitestone*. Implemented gameplay mechanics and service code, Producing polished and efficient Unity components, prefabs, and custom tools.

Interactive Programmer – Paul Bernhart Exhibits

Feb 2010 – Feb 2013

Designed and developed interactive multimedia exhibits for museums and private clients. Prominent projects include exhibits in the *Perot Museum of Nature and Science* and *Garden of the Gods Visitor Center*.

EDUCATION

University of Texas, B.S. Computer Science, Math focus

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