

Josef N. Patoprsty

E-Mail Address

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Portfolio

MissingSentinelSoftware.com

GitHub

github.com/josefnpat

Location

Austin, Texas

Telephone Number

(616) 990 1604

Professional Experience

Lead Developer at FTS Games, LLC (June 2024 → Current)

- Led development of Legends of Meridian using Unity 2022, driving architecture, systems design and technical direction from prototype to release.
- Optimized VR performance from ~20 FPS to 72+ FPS, successfully passing Meta Quest VRC1 certification requirements.
- Designed and implemented core gameplay systems for Legends of Meridian from the ground up, including combat, NPC interaction, and quest frameworks in a VR environment.
- Established engineering standards, including PR workflows, code review guidelines and branching strategy for internal and external contributors.
- Integrated OpenXR within Unity to power VR functionality on Meta Quest 2/3, aligning the project with modern XR standards.
- Architected and deployed multiplayer infrastructure using Unity Netcode (NGO) and headless server builds on AWS EC2.

Software Engineer at SciPlay Corporation (Dec 2022 → May 2024)

- Rebuilt the Diamond Jackpot reward system in Bingo Showdown as a server-side system using a modern OOP architecture, removing the need for client-side logic.
- Developed a standalone framework to port legacy slot mechanics to modern Unity versions for cross-project integration.
- Directed end-to-end release cycles and hotfixes for Bingo Showdown across iOS, Android, Kindle, and WebGL.
- Led the UGUI to UI Toolkit (UITK) transition for Bingo Daub City to improve interface performance and scalability.
- Resolved production database thrashing by purging 9M redundant entries, achieving a 95% reduction in table size.

Senior Software Engineer at Fusion Constructive, LLC (May 2019 → Oct 2021)

- Developed FUSION, a Unity-based simulation system leveraging game development principles to improve usability and training effectiveness.
- Developed a Unity-based command-and-control style 3D simulation system for DARPA/L3HARRIS, applying game and UX principles to reduce training cognitive load and integrating REST API-driven external systems.
- Maintained Android augmented reality companion app to FUSION product using Unity.
- Documented and implemented coding standards, peer review systems, pull request workflows and git workflows using submodules.
- Maintained CentOS Linux servers for local deployment of docker clusters.

Contract Software Engineer at Retora Game Studios (January 2019 → June 2019)

- Developed an Android/iOS game using Corona and Lua called Space Merchant.
- Maintained and provided bugfixes to the codebase using SVN.

Contract Software Engineer at Black Hive Media (July 2018 → February 2019)

- Developed Android/iOS game using Unity and C# with the Unity service, Collaborate.
- Integrated and debugged rendered animations from animation software, Nima (2Dimensions).

Contract Associate Software Engineer at Certain Affinity (May 2017 → June 2018)

- Fulfilled multiple contracts for Wargaming Group Limited on World of Tanks.
- Developed features with Actionscript 2/3 using Scaleform GFX and Python 2.7.
- Implemented designs from Certain Affinity and Wargaming designers to specification.
- Maintained Confluence documentation and executed Fisheye peer code reviews.
- Mentored other developers in Actionscript 2/3 and Scaleform GFX.

Teacher at Game Worlds Camp (Summer 2017 & Summer 2018)

- Developed and maintained a game and slides for rapid development and learning of how to make games with PICO-8 and LÖVE framework.

Sole Founder of Missing Sentinel Software (2011 → Current)

- Shipped YOKO REDUX (YokoRedux.com) in 18 months on Steam using Unity.
- Shipped RogueCraft Squadron (RogueCraftSquadron.com) in 2 years on Steam using LÖVE.
- Developed 75+ games with total over 250k downloads.
- See games at MissingSentinelSoftware.com. Paid games available upon request.

Skills

Experience	Unity w/ C# (8 years), Linux Environments (12 years), Scaleform GFX w/ Actionscript (1 year), Python (2 years)
Operating Systems	Linux, Windows, macOS, Android
Engines	Unity, LÖVE, PICO-8, Unreal
Software	Unity Netcode (NGO), OpenXR, Git, Mercurial, Perforce, GNU Make, JIRA/Confluence, Postman, Miro, Visual Studio Code, Visual Studio, IntelliJ, TeamCity
Languages	Conversational German due to 18 years of residence in Vienna, Austria

Education

Rochester Institute of Technology, Rochester, New York — August 2011

Bachelor of Science Computer Engineering Technology

Minor Computer Science

Concentration Writing Studies

*Rendered from <http://github.com/josefnpat/resume>
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