

# James “Jame” Bryant

Software Engineer with a strong foundation in Unity-based systems and cross-platform applications. Expertise includes architecting a navigation SDK, developing custom shaders for procedural map generation, and integrating real-time navigation features across multiple platforms with a focus on creating accessible user experiences.

## Work Experience

### Software Developer - GoodMaps

Jul 2019 - Nov 2025

- Architected and implemented Unity-based navigation SDK from scratch, replacing ThreeJS implementation and enabling faster feature development through built-in collision detection, material handling, and performance profiling tools
- Developed custom shaders and 3D rendering systems for procedural map generation from LIDAR scan data, transitioning 2D floor plans into 3D navigable spaces
- Integrated AR Foundation, camera systems, and gyroscope APIs for real-time indoor navigation across iOS and Android platforms
- Wrote comprehensive technical documentation for Unity SDK, enabling seamless integration with React and React Native applications
- Led refactoring of localization and route instruction systems, migrating critical logic from React to Unity for improved performance and maintainability
- Created TypeScript/Unity bridge module that simplified cross-platform communication, reducing development overhead and enabling IntelliSense driven API discovery for frontend developers
- Built responsive UI components using React, implementing complex state management with Context, Redux, and Zustand
- Developed real-time train schedule/alert system integrating GraphQL APIs with live-data-driven React components
- Optimized user flow for destination search, positioning, and route generation with accessible VoiceOver/TalkBack audio feedback
- Pushed for adoption of event-driven architecture patterns to improve upon SOLID principles across Unity codebase

## Educational Background

### Computer Science & Engineering BS, MEng

University of Louisville

Aug 2017 - Dec 2022

## Reference

### Charlie Meredith - GoodMaps

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## Skills

### Technical Skills

- C# (Unity)
- JavaScript
- TypeScript
- CSS
- GraphQL
- Shaders
- Astro
- React
- React Native
- 2D / 3D Asset Generation
- SOLID Architecture
- Cross-Platform Development (iOS, Android, and WebGL)

### Tools

- Git
- Jira
- Bitbucket
- Unity
- Blender
- XCode

## Additional Info

### Personal Game Development

- Developing pixel art game using Unity and C#, implementing custom shaders (picoCAD-style rendering in Blender)
- Created reusable animation systems and tileset workflows for 2D game environments.
- Documented technical processes and shader development on portfolio blog.

### Other

- Studied shader development independently to enhance production rendering capabilities