

SIMON

website: www.catlard.com
8756

BRAUNSTEIN

email: sgbraunstein@gmail.com

mobile: (401) 548



Lead Programmer and Game Designer with 15+ years of experience building games and ed tech software. Also, a school teacher in 3 countries with 12+ years of experience. Experienced at managing remote/international teams with varying skill levels to deploy dependable, testable, responsibly structured code with fabulous documentation. I love documentation.

Favorite Tools: C#, JS/TS, Unity, Lua, Python, React, Node, AWS, Photoshop, Audacity, Wordpress

Staff Software Engineer, Atlas Team, Boston Dynamics (Full Time, 2026-Present):

- Designing a VR teleoperations application in Unity 3D for pilots of the Atlas Robot.

Lead Engineer, Casino Team, DraftKings (Full Time, 2021-2026, US):

- Lead four other developers. Created Agile sprints which organized their pointed, ticketed work.
- Developed and launched DraftKings' first online multiplayer game client, Electric Poker.
- Designed and implemented lazy loading for the proprietary game engine, based on **Three.js**.
- Developed a **dependency-injection**-based GDK for **Unity 3D** used by external studios.
- Ran the weekly operational review, which produced work based on analytics/observability data.
- Ran/documented team code reviews, architecture pods, and a game-making club after hours.

Senior Engineer, Studycat Limited (Full Time, 2014-2021, Taiwan):

- Published *Fun English* and 9 other apps on iOS and Android platforms, using **Solar2D**.
- Lead a team to redesign the app and its 38 game engines into a narrative adventure. As the student plays, a database delivers customized individual learning reports to parents.
- Devised phonics and writing curriculums. Developed 10 unique game engines to teach them.
- Adapted every game to be multiplayer, with a live scoreboard, via **websocket** connections.

Founder, Catlard Studios (Part Time, 2013-Present, US and Taiwan):

- Publishes *The Living Room* on iOS and Google Play in 11 languages.
- Collaborating with Ricky Rainbowbeard to build games for his live shows with kids.

Freelancer, various clients (Part Time, 2013-2026, US, Australia and Taiwan):

- Published *Taller Or Shorter*, a quiz app on android and iOS which uses **video ads** to monetize.
- Created *Generata*, an **AR** project which designs and animates procedural origami in 3D.

Teaching Experience:

- **Professor, New England Institute of Technology.** Designed and taught a ten-week lab course that introduced undergrad students with no programming experience to JS, HTML, and CSS.
- **Instructor, Peanuts Programming School (Taiwan).** Designed, advertised and taught a Unity 3D camp with sixty hours of instruction for 10-year-olds. Packaged for re-use by future teachers.
- **Public school teacher** in New York, Taiwan and Australia for 2+ years each. Taught in private grade schools for 6+ years.



Education:

GD in Interactive Media (RMIT Melbourne)
MA in English Education (CUNY Brooklyn)
BA in Literature and Creative Writing (NYU)

Interests:

Self-publishing childrens' books
Table Tennis, Chess, Chinese, Baking pies
Game Jams, SSBU, Slay The Spire, Valorant