

Brice Roland

BriceARoland@gmail.com

972-998-3134

www.linkedin.com/in/brice-roland/

Education

University of Southern California - Viterbi School of Engineering

- Bachelor of Science in Computer Science (Games)

Technical Skills

Languages: *C++, C#, lua, C*

Software: *Visual Studio, Perforce, Unreal Engine 4/5, Unity, Git*

Experience

QuarterUp / Skybound Games | Gameplay Engineer

Los Angeles, CA | 2024 - 2026

- **Invincible Vs. (Unreal Engine 5, C++)** 2024 – 2026
 - Authored game tools to facilitate designer iteration and player learning. Stood up game AI, script/data gameplay tooling, and several UI/UX utilities, which became the foundation of offline content and the title's Practice mode.
 - Architected the game's core mode flow structure to streamline & unify mode creation. This allowed relevant data and UI to persist across the lifetime of player-facing modes through world transitions or network travel.

Playstation Visual Arts | Senior Gameplay Engineer

San Diego, CA | 2021 - 2023

- **The Last of Us Part II Remastered (Proprietary Engine, C++)** 2022 – 2023
 - Maintained and prototyped with the core game-level infrastructure as an exploration on new modes to reinvent the title's gameplay presentation.
- **The Last of Us Part I (Proprietary Engine, C++)** 2021 – 2022
 - Worked closely with designers to re-create and expand gameplay/AI systems, emphasizing usability, accessibility, and polish.
 - Heavily involved with bow & arrow implementation and support, including arc trajectory, homing logic, and animation.

Sledgehammer Games | MP Gameplay Engineer

Foster City, CA | 2016 - 2020

- **Call of Duty: Vanguard | Arms Race (Proprietary Engine, C++)** 2018 - 2020
- **Call of Duty: World War II (Proprietary Engine, C++)** 2016 – 2018

Hobbies/Interests

- Competitive gaming/eSports enthusiast – Fighting game fanatic.
- UE passion project tinkerer and game modder.
- Foodie and cook with a soft spot for barbecue.
- Passionate dog-owner of a 5-year mini sheepadoodle.
- Currently Playing: Street Fighter 6, Slay the Spire 2, Deadlock