Jonathan Mangone

Unity / C# Engineer - Gameplay, Systems & Tooling

4+ years building scalable Unity gameplay systems, editor tools, and production-ready architectures. Experienced in refactoring live codebases, enabling designer workflows, and shipping collaborative projects in remote teams.

SLC, UT (Remote) | jonathanmangone72@gmail.com Portfolio:
https://devscicloan.github.io
Showcases Unity gameplay systems, custom editor tooling, and production-focused engineering projects.

EXPERIENCE

Bitrate Games LLC, Remote — *Game Programmer*

- Contributed gameplay systems and visual scripting logic for a 2.5D Unreal Engine project in a remote Agile team.

- Implemented and maintained designer-facing systems, enabling rapid iteration without code changes.

- Refactored existing gameplay logic for clarity, stability, and maintainability.

- Collaborated cross-functionally with designers and artists to integrate gameplay features into production builds.

P1-OM, Remote — *Game Programmer*

- Developed core gameplay systems in Unity using C#, contributing to both prototype and production phases.

- Led sprint planning and task coordination as Scrum Lead, improving team velocity and communication.

- Built modular, reusable systems to support future feature expansion.

- Worked directly with designers to translate gameplay ideas into stable, testable systems.

Prosper IT Consulting, Remote — *Software Developer Intern*

- Developed full-stack web features using C#, ASP.NET MVC, Python, and Django within an Agile team.

- Worked with SQL Server and relational databases to implement CRUD functionality.

- Collaborated in an existing production codebase, following team conventions and version control workflows.

- Delivered client-facing features under real deadlines.

EDUCATION

Bachelor of Science

Utah Valley University

Associate of Science

Salt Lake Community College

PROJECTS

Kid Safe Mobile Game Launcher (Unity)

Ongoing project focused on designing a modular Unity application framework to support multiple games and shared systems within a single build.

SKILLS

Core Technologies

- Unity (Gameplay, Systems, Editor Tooling)
- C# (.Net, architecture, refactoring)
- Unreal Engine (Blueprints / Visual Scripting)

Gameplay & Systems

- Gameplay frameworks
- Input systems
- State machines
- Tooling for designers
- Performance & maintainability

Engineering Practices

- Refactoring legacy code
- Agile / Scrum
- Git / GitHub / Perforce
- Remote team collaboration

CERTIFICATIONS

Software Development Certification

The Tech Academy

Network Routing & Switching

Salt Lake Community College