Lesther Reynoso Senior Gameplay Programmer

Contact

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LinkedIn

Summary

Driven and self-motivated **Software Engineer** with **10+ years** of experience spanning gameplay programming and embedded software development.

Proven success **owning gameplay features end-to-end**, from architecture to polish, across multiple genres and platforms.

Skilled at **understanding complex systems**, improving extensibility, and collaborating across teams to elevate player experience.

Known for a **passion for continuous learning** and a commitment to tackling new challenges, with the adaptability to thrive in dynamic, priority shifting environments.

Skills

Game Engines: Unreal Engine 5, Unity, Godot

Languages: C++, C#

Platforms: PC, PS5

Version Control: Git, Plastic SCM

Education

BACHELORS OF SCIENCE
SUNY POLYTECHNIC INSTITUTE

Majors: Computer and Information Science, Electrical and Computer Engineering

Minor: Mathematics

Work Experience

SENIOR GAMEPLAY PROGRAMMER | FIRE HOSE GAMES | 2022 – 2025

TECHTONICA - First-person, 4-player multiplayer, factory automation in a voxel world with terrain manipulation. (Unity, C# | Steam, Xbox, and PS5).

· **Led the full development of key features** for 3 out of 5 update patches through a 16 month development cycle to a 79% positive review reception.

· Implemented weighted input buffering in the **first-person camera controller**, improving responsiveness and fluidity across both mouse and gamepad inputs.

· Refactored the **player movement controller** to expose tunable movement parameters enabling designers to easily iterate and balance character feel.

· **Owned** and expanded **a dynamic building system**, **leveraging 3D math** to add key features such as **contextual placement feedback** and terrain-aware construction logic.

· Used **multi-frame data processing** to optimize a player tool involving wide-range chunk evaluation, allowing its integration after initial performance concerns.

· **Reduced the asset workload per buildable object by over 75%**, automating setup steps and freeing design and art teams to focus only on their core responsibilities.

· **Passed PS5's rigorous certification testing** by integrating PS5 specific features such as **Trophies, Activities, and Game Intent** functionality.

SPECIALIST SOFTWARE ENGINEER | L3HARRIS | 2015 – 2021

· Coordinated cross-functional development efforts across **three distinct radio products**, each involving collaboration with multidisciplinary teams including hardware, firmware, and software engineers.

· Led the **design, implementation, and integration** of a critical **power amplifier module** into two separate radio systems, driving the full lifecycle from technical documentation through deployment.

· Operated within large, mature **C++ codebases**, adhering to rigorous architectural patterns and quality standards while contributing scalable, production-ready solutions.

· Resolved complex system-level issues by **tracing defects across layered architectures**, leveraging deep domain knowledge and **effective communication with discipline experts**.

· Became the **subject matter expert** on power amplifier integration, supporting and advising **three different radio teams** during implementation, test validation, and ongoing maintenance.