

DARRYL LONG

Gameplay & Systems Programmer

Gameplay & Systems Programmer with 7+ years of experience in Unity development, Live Ops systems, and backend integration. Led technical development on shipped titles at Halfbrick, including Bluey's Quest for the Gold Pen. Experienced in scalable systems architecture, analytics integration, and live content delivery.

EXPERIENCE

○ Halfbrick | 2019-2026

Bluey's Quest for the Gold Pen - Lead Programmer

- Led technical development from prototype to launch
- Architected and implemented core gameplay and supporting systems
- Partnered with design to refine and deliver polished gameplay mechanics
- Built scalable, launch-ready systems (progression, save, optimisation)

○ Fruit Ninja Classic - Programmer

- Implemented PlayFab integration to enable cloud save functionality
- Assisted in legacy data migration and upgrade
- Mentored junior programmers and conducted code reviews
- Shipped updates for Apple Arcade and App Store

○ Fruit Ninja 2 - Graduate Programmer

- Contributed to core systems through launch
- Developed and maintained Live Ops systems for post-launch content
- Integrated analytics (Firebase, Data Rangers) to support data-driven decisions
- Implemented backend services using PlayFab (cloud save, config-driven systems)

○ EarthWork Games | 2018 (6 Months)

Programming Intern

- Feature testing and documented gameplay issues
- Developed and shipped a bug reporting tool with automated crash log attachment

EDUCATION

Bachelor of Games Programming – SAE Institute (GPA: 6.25)

Bachelor of IT/Commerce – University of Queensland (GPA: 5.63)

CONTACT

📞 0406 374 687

✉️ dlong03111994@gmail.com

📍 Brisbane, Australia

TECHNICAL SKILLS

- C#, C++
- Unity/Unreal
- PlayFab
- Firebase
- MySQL
- JavaScript
- Git / SVN / Perforce
- Live Ops Architecture
- Backend Integration
- Analytics Pipelines
- Configuration-Driven Systems
- Gameplay Systems

REFERENCES

References available upon request