

TOMER BRAFF

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SUMMARY

Full-stack software engineer with 6+ years of production experience in C#, .NET, ASP.NET Core, JavaScript, and more. Shipped and maintained REST APIs, back-end services, and front-end web applications, including consumer platforms serving hundreds of millions of users at Microsoft/Mojang. Owns features end-to-end across the SDLC, leads small Agile teams, mentors through code review, and collaborates cross-functionally with product, design, and QA stakeholders.

EXPERIENCE

Sr. Software Developer | CBRE

Feb 2023 – Oct 2023

- Led a small Agile engineering team delivering an internal full-stack 3D mapping platform built on C#, .NET, Unity, and ArcGIS, integrated with AWS services and a custom REST API backend.
- Re-engineered a legacy JavaScript codebase into a maintained C#/.NET service with cleaner architecture and reduced attack surface, achieving roughly a 100x performance improvement over the prior implementation.
- Owned integration and maintenance of C#, .NET, AWS, ArcGIS, and RESTful web services across actively evolving products; ran code reviews and drove technical decisions with stakeholders.

Sr. Software Developer | Microsoft / Mojang

Apr 2022 – Oct 2022

- Built and maintained back-end features for the Minecraft Marketplace using C#, C++, .NET, ASP.NET MVC, Azure, and PlayFab, supporting a platform serving hundreds of millions of users.
- Collaborated with a 15+ person distributed team on sprint planning, code review, pull request workflow, and feature delivery; interfaced across front-end and back-end services from development through production.

Game Designer / Scripter | Infinity Ward (Activision)

Oct 2020 – Jan 2021

- Scripted set pieces and combat encounters in proprietary Unreal-based tooling for the Call of Duty franchise; ramped on the engine and scripting language in under a month to prototype combat, vehicle, and AI systems alongside 10+ engineers and designers.

Game Designer / Scripter | Naughty Dog (Sony)

Mar 2019 – Jun 2020

- Designed, prototyped, and scripted gameplay set pieces for *The Last of Us Part II* using a proprietary engine, Lua, and C-family scripting; mastered the tool chain in under a month and built internal tools used by the wider design team.
- Led implementation of 60+ accessibility features (navigation assist, high-contrast mode, audio cues), the most extensive accessibility suite shipped in a AAA game at the time.

Software Developer | Advanced Plan for Health

Nov 2017 – Feb 2019

- Built and maintained full-stack C#, JavaScript, HTML, CSS, and SQL components on a 4-person team modernizing a legacy healthcare-management web application used across corporate and hospital deployments achieving a 10x performance improvement.

TECHNICAL SKILLS

Languages: C#, C++, Python, SQL, Lua, HTML5, CSS3

Frontend: JavaScript, HTML5, CSS, Responsive Design, Front-End Development

Backend & .NET: .NET / .NET Core / .NET Framework, ASP.NET Core, ASP.NET MVC, Web API, RESTful APIs, Microservices, MVC / MVVM, SOLID Principles, Object-Oriented Programming (OOP), Design Patterns

Cloud: Microsoft Azure (App Service, Azure Functions, Blob Storage, Service Bus, Key Vault, Application Insights, PlayFab), AWS (EC2, S3, Lambda, RDS, CloudWatch, IAM)

DevOps & Tools: CI/CD Pipelines, GitHub Actions, Azure DevOps, Git, GitHub, Perforce, SVN, Visual Studio, Agile, Scrum, SDLC, Unit Testing, Integration Testing, TDD

EDUCATION

BS Computer Science & BA Game Design — University of Texas at Dallas

2013 – 2017