

Jason Moffat

Senior Unity Engineer

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SUMMARY

Unity and C# engineer with 15 years shipping games and real-time 3D across PC, mobile, web, VR, and location-based platforms. Co-creator and lead engineer of Hyperflora, a top-down action roguelike on Steam, taken from prototype to store page in seven months with a small team. Deep on gameplay systems, procedural content pipelines, UI Toolkit, CI to Steam, and AI-assisted engineering. Previously led teams at Timeplay, UST Global, and Invent Dev.

CORE SKILLS

- **Engine and languages:** Unity 6 (URP), C#, C++ (legacy porting), Shader Graph and HLSL
- **Gameplay:** combat and hit timing, enemy AI state machines, roguelike run structure, economy and crafting, save systems
- **Procedural and pipelines:** MagicaVoxel to Unity voxel pipeline, Tessera tile-based room generation, world-gen and editor tooling
- **UI and input:** UI Toolkit (UXML/USS) design systems, gamepad-first navigation, Input System, device-agnostic prompts
- **Platforms and services:** Steam (Steamworks.NET), Unity Gaming Services (auth, cloud save, leaderboards), iOS, Android, WebGL, VR (Vive, Oculus)
- **Build and CI:** GitHub Actions, game-ci, Windows and macOS builds, automated Steam deploy, EditMode test suites that enforce standards
- **AI-assisted engineering:** Claude Code, Unity MCP editor automation, project skills and reference docs, PR automation
- **Leadership:** product ownership, game direction, technical decision-making, leading small teams, git flow design, code review

EXPERIENCE

Always Geeky Games — Senior Game Developer · Remote (Montreal studio) · Oct 2022 to present

Hyperflora — top-down action roguelike · Unity 6 · Steam, Windows and macOS · Feb 2026 to present
Co-creator, product owner, game director, and lead engineer.

- Took the game from a personal prototype to a live Steam page in seven months with a small team, owning the architecture and building most of the shipped systems.
- Built the core systems: stamina-gated combat with parry and counter windows, timer-driven hit timing, enemy AI state machines, roguelike dungeon runs, economy and crafting with 13 weapons, save slots with cloud sync.
- Built the content pipeline: MagicaVoxel models split into per-tile prefabs and assembled into procedural rooms with Tessera, plus editor tooling for tilesets, palettes, and mineral budgets.
- Designed a gamepad-first UI Toolkit design system across 20 screens, with a focus-ring and input-prompt standard enforced by automated tests.
- Built the Phytotron Bay cultivation sim as five retro-CRT terminals with a bit-exact C# to JavaScript parity harness.
- Set up CI on GitHub Actions: Windows and macOS builds, cached Library, automated Steam deploy and GitHub releases.
- Built the AI-assisted workflow that made the pace possible: Claude Code skills and reference docs, Unity MCP editor automation, and PR commands, with a portable Unity layer designed to extract as a plugin.

Voxie Tactics — free-to-play turn-based tactics · Unity · Windows, iOS, Android · 2022 to 2026

Senior developer from the first commit of the Unity version, working with the lead developer on technical direction.

- Ported legacy C++ game code to C# and Unity, and built the modular voxel avatar system and its asset conversion tooling.
- Brought battles onto Netcode for GameObjects with server-authoritative actions, built the dedicated servers on Unity Multiplay and the matchmaking behind them, and later moved hosting to Rocket Science with a custom Cloud Code allocator.
- Took the PC launcher and patcher from proof of concept to production, with S3 distribution, per-environment builds, and a Windows installer.
- Built the in-game store with in-app purchases on mobile and PC, plus analytics, remote config, Datadog logging, and crash reporting.
- Designed the studio's git flow and the GitHub Actions pipelines for every client and server build, shipping seasonal content and new game modes as a live service.

Creatubbles — Senior Game Developer · Toronto · Sep 2019 to Oct 2022

- Built and maintained the voxel art pipeline from authoring to runtime.
- Built a character customization system with a large outfit and accessory library.
- Built a user-facing level editor and procedurally generated voxel terrain.
- Prototyped new mechanics with design.

Contract roles · Toronto · 2019

- **Invent Dev, Lead Developer.** Architected a VR application (Vive, Oculus) for customizing architectural designs, with a tagged furniture library, HD rendering paths, and backend integration.
- **Cloud Street Gaming, Game Developer.** Owned the art pipeline and asset integration for a multiplayer casino poker console; built post-processing and overhauled UI/UX.
- **WGames, Senior Game Developer.** Maintained a mobile slot-game platform and rebuilt its game-loading system.

Timeplay — Lead Game Developer · Toronto · 2014 to 2019

- Led a small team building branded games for Timeplay's proprietary cinema platform, played on audiences' phones in sync with the theatre screen.
- Delivered titles for clients including Sony Pictures (*Passengers*, *Jumanji*), Lindt, Interac, Mazda, and MTS on fixed advertising deadlines.
- Worked with the platform team on stable releases to live theatres.

UST Global — Lead Game Developer · Arizona · 2013 to 2014

- Led milestone delivery on *Kuboo*, a massively multiplayer game for a safe-communications platform; designed scalable networking and server-database messaging.

BlackCherry Digital Media — Game Developer · Ottawa · 2011 to 2013

- Shipped four Unity titles across web, tablet, and mobile: *First Encounters* (Heritage Canada), *Virtual Safety Village* (Safe Communities Canada), *Sid the Science Kid* (Jim Henson Company), *One Million Monkeys* (Beeline Interactive).

EDUCATION

Bachelor of Information Technology, Interactive Multimedia and Design — Carleton University and Algonquin College, Ottawa · 2007 to 2011