

BRANDON TINDLE

Full-Stack & Software Developer

Springfield, MO • armymp33@gmail.com • 417-319-9029 • Remote

PROFESSIONAL SUMMARY:

Full-stack and software developer with hands-on experience building web applications, mobile apps, Unreal Engine projects, and AI-driven tools. Skilled in JavaScript, Python, Node.js, React, C#, Unity, and Unreal Engine Blueprints. Published app developer on Google Play with multiple released titles and active Fortnite Creator Program developer with shipped UEFN game modes. Strong background in technical support (AppleCare, T-Mobile) and cybersecurity fundamentals. Passionate about building scalable systems, intuitive user experiences, and innovative gameplay mechanics.

TECHNICAL SKILLS:

Languages & Frameworks:

JavaScript, Python, Node.js, React, HTML5, CSS3, C#, Unity, SQL, TypeScript, Java, Kotlin, Swift

Tools & Technologies:

Unreal Engine 5, UEFN, Verse, Blueprints, Git, GitHub, WordPress, AWS, Azure, PostgreSQL, MySQL, SQLite, REST APIs, JSON, Android Studio, Visual Studio, VS Code, Linux/Ubuntu

Specialties

Full-stack development, mobile app development, Unreal Engine development, AI plugin creation, backend systems, debugging, cloud deployment, software testing, technical documentation

- 2020–Present
- Developed and released software, mobile apps, Unreal Engine projects, and AI tools under the ShadowLabs brand.
- Built and published Google Play apps (PlantScan Pro, Neon Bounce, DoseWise).
- Released multiple UEFN game modes in the Fortnite Creator Program.
- Created AI plugins, Blueprint systems, and gameplay frameworks in Unreal Engine.
- Built full-stack applications including DNAUnlocked (Python → Flask → Render).
- Designed and deployed Sitesaver, offering website builds and redesigns for businesses.

RELEVANT PROJECTS:

*ShadowLabs — Founder & Lead Developer (Independent Studio / DBA)**

Freelance Web Developer

- Unreal Engine / UEFN Projects
- Fortnite Creator Program — Released Game Modes
- Survive — wave-based survival mode with custom AI behavior.
- Castle Royale — PvP arena with destructible environments.
- One Shot Showdown — high-speed elimination mode with custom rulesets. Built using UEFN, Verse scripting, and custom Blueprint logic.
- Unreal Engine 5 — AI Plugins & Blueprint Systems
- Created custom AI plugins using Blueprint nodes and visual scripting.
- Built reusable systems for NPC behavior, pathfinding, and event-driven interactions.
- Developed modular gameplay components for rapid prototyping.
- Software & App Development

GOOGLE PLAY MOBILE APPS — DEVELOPER & PUBLISHER

- Designed, built, and published multiple mobile applications using Android Studio, Unity, and C#. Released titles include:
 - PlantScan Pro — plant identification and health analysis.
 - Neon Bounce — arcade-style physics platformer.
 - DoseWise — medication tracking and reminder app. Integrated UI systems, data storage, and gameplay logic.
 - DNAUnlocked — Python Algorithm + Flask Web App Built a custom Python algorithm that analyzes 23andMe raw data, identifies risk factors, protective factors, and interprets genetic markers. Converted the tool into a Flask web application and deployed it using Render.
 - Sitesaver — Web Development Business Created Sitesaver, a service offering website builds and redesigns for small businesses. Developed responsive, SEO-optimized sites using HTML, CSS, JavaScript, React, and WordPress.
 - Web Development Portfolio Built responsive websites using HTML, CSS, JavaScript, and React. Created REST APIs with Node.js and Express. Integrated SQL databases and authentication flows.
 - Unity Game Prototypes Developed gameplay systems, UI, and mechanics using C#. Implemented physics, animations, and scene management.

TECHNICAL EXPERIENCE:

*Software Developer (Independent Projects)**

2020–Present

- Built full-stack applications using Node.js, React, and SQL.
- Developed Android apps and Unity/Unreal games.
- Created and deployed WordPress websites for clients.
- Designed APIs, data models, and backend logic.
- Managed Git version control and cloud hosting.

Technical Support — AppleCare (Concentrix)

2019–2022 Provided remote technical support for Apple devices, diagnosing OS, hardware, and network issues.

Team of Experts — Technical Support (T-Mobile)

2014–2017 Handled advanced troubleshooting, retention, and cross-department support.

ADDITIONAL EXPERIENCE:

Licensed Insurance Agent — USAA, GoHealth, Satelitycs Handled enrollments, customer support, and policy management.

Customer Service — [Support.com](https://www.support.com) Troubleshot WiFi, Ethernet, modems, and routers.

CERTIFICATIONS:

Cybersecurity and Its Ten Domains — Kennesaw State University

(Coursera) Issued Feb 2026 • Credential ID: R1W95SOSLFNO

Introduction to Game Design — Epic Games (Coursera) Issued Oct 2025 •

Credential ID: 8GQY3QTVSVOB

Other Licenses Securities Industry Essentials • Life & Health Insurance

Licenses • Property & Casualty License

EDUCATION:

Game Design & Development (Some College) — Full Sail University High

School Diploma — Polo High School