

Justin Fletcher

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SUMMARY

Independent game developer and general software engineer with broad experience spanning game programming, systems engineering, and full-stack web development. Currently contracting at Sony Interactive Entertainment. Co-founder of Sin Tiempo, an independent game development studio. In love with building games, engines, and gameplay systems. B.S. Computer Science, Florida International University.

EXPERIENCE

Software Engineer in Test Nov 2025 – Present

Sony Interactive Entertainment / PlayStation · Contract via YOH! Staffing

- Develop internal tooling to automate build pipelines and benchmark system library performance.
- Build and maintain Unreal Engine projects used across PlayStation testing infrastructure.

Backend Web Services Developer Jun 2024 – Nov 2024

Top Card Swap · topcardswap.com

- Developed Java-based backend services for an online trading card marketplace built from the ground up.
- Integrated third-party platforms including Twilio (SMS/notifications), Stripe (payments), and Shippo (shipping).

Gameplay & Systems Programmer Apr 2024 – Jun 2024

The Eagle On The Sun · Davide Pellino / DP Games

- Developed input, interaction, and save/load systems for a first-person narrative puzzle game (Unity, C#).

Game Designer & UE5 Blueprints Developer Jan 2024 – Mar 2024

Minimally Invasive · Marion Surgical Inc.

- Co-led game and level design for a VR surgical simulator adventure game targeting PC VR platforms.
- Implemented gameplay mechanics and systems using Unreal Engine 5 Blueprints.

Co-Founder Mar 2023 – Present

Sin Tiempo · sintiempo.dev

- Co-founded an independent game development studio with a dual focus on original titles and contracted studio work.
- Managed studio operations, client relationships, and project scoping across multiple engagements.

Game Developer May 2022 – Mar 2023

Atlantis World · Limitless Labs

- Built core game systems for a 2D online multiplayer browser game: Inventory, Quests, Action Triggers, and Collision Detection (JavaScript, TypeScript, Phaser).
- Developed and managed the game server using Node.js, Redis, and MongoDB.
- Implemented real-time in-game video chat using Jitsi and WebRTC.

Lead Software Developer

May 2016 – Sep 2021

CaringOnDemand

- Led a team building an on-demand home health aide platform spanning Android, web, and backend services.
- Architected and developed cloud infrastructure on AWS using Java microservices and event-driven patterns.
- Integrated Twilio, Sendgrid, Stripe, Firebase, and other third-party platforms.
- Built a native Android app with offline support, geo-fencing, push notifications, and encryption.
- Partially managed MySQL and Redis databases.

EDUCATION

Florida International University

2011 – 2016

Bachelor's Degree, Computer Science