Mitchell Winn

Game developer · Live production engineer

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PROFILE

Lead engineer at an indie studio, Technical Associate at Com2uS and a game developer for over 10 years. I also build live broadcast graphics and the dashboards that run them for esports and fighting-game events.

EXPERIENCE

Lead Engineer · Dream Cache Interactive — 2025 – present

- Lead engineer on *You're Gonna Be Famous*, a psychedelic RPG in Godot, on a team of 10+.
- Built the game's core systems from scratch, in effect an engine within the engine: combat, dialogue, events, save data, terrain editors, and debugging and testing tools.
- Got the project off the ground and gave the creative director and team the foundation to build their vision on.

Technical Associate · Com2uS — 2022 – present

- Run in-house live streams across Com2uS's games, from weekly shows to official esports broadcasts such as the SWC2026 Americas Preliminaries and Sky Fever Tournament 2026.
- Build the full software stack behind them, front end and back end, including the live HTML scenes for vMix and the dashboards that drive them.
- Edit VODs and marketing videos for multiple games.

Broadcast Package · Casper's Cold Chrome Melee Monthly — 2026

- Designed and built the full OBS package: countdown, VS screen, in-game, commentators, bracket, placements, results, player stats.
- Phone control desk with start.gg sync and multi-stream support; 3D character renders, VS thumbnails and the event trailer.

Independent Game Developer — 10+ years

- **pokem.onl**: browser Pokémon action RPG (TypeScript, three.js) with peer-to-peer online play over WebRTC; players bring their own ROM, no Nintendo assets ship.
- **Last Treasure Online**: MMO-lite in Godot with a Steam page. **OPTCG Sim**: One Piece Card Game simulator.

TOOLS BUILT

- **uvsme** (uvsme.pages.dev): free start.gg stream overlays.
- **Bracket Master** (private): the tournament graphics system I use on paid broadcast work (React, Node, SQLite). Scenes are browser sources driven live over WebSocket, with vMix triggers and ProRes 4444 exports via headless Chrome and ffmpeg.
- **perapera learn** (peraperalearn.netlify.app): a Japanese study app in React and TypeScript with spaced repetition, a grammar reference, and reading and listening practice.

SKILLS

> Self-taught. I design and lead my projects and write the code with coding agents. Before them I mostly wrote Python, GDScript, Java and C#, and I'm comfortable going lower level in C++ and GLSL when a project calls for it.

Languages	TypeScript, JavaScript, Python, GDScript, C#, Java, C++, GLSL, HTML/CSS
Engines	Godot 4 (daily), Unity
Pipeline	Unreal Engine as an animation source: retargeting Marketplace libraries onto my own characters for use in other engines
Web	three.js, React, Node
Broadcast	vMix, OBS, browser sources, start.gg API, WebSockets, ProRes 4444 alpha
Art	Pixel art, retro 3D, 3D renders, After Effects, Photoshop