Saika Kisami

Senior Game Engineer

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👤 PROFILE

With an expansive 13-year career in game development, I've transitioned from enthusiastic junior developer roles to strategic senior engineering leadership positions.

My journey is marked by a relentless pursuit of innovation in game design and development, underpinned by deep expertise in utilizing industry-leading engines such as **Unity**, **Unreal Engine**, and **Godot**.

This expertise has been pivotal in the conceptualization, development, and enhancement of games that have not only captivated audiences but have also set new benchmarks for interactive entertainment.

I've spearheaded projects that have revolutionized the gaming experience, integrating advanced rendering optimizations, sophisticated AI, and scalable multiplayer infrastructures.

These initiatives have not only enhanced game performance and realism but have also redefined what players expect from interactive experiences.

My technical proficiency spans a comprehensive array of programming languages, including but not limited to **Java**, **C#**, **C++**, and **Python**.

This diverse skill set has enabled me to develop complex game logic, architect secure backend systems, and pioneer blockchain integrations to safeguard transaction integrity within games.

Leadership and mentorship have been cornerstones of my professional ethos.

I've nurtured talent within engineering teams, fostering an environment that champions excellence, innovation, and continuous learning.

My contributions extend beyond mere development; I've been instrumental in implementing **DevOps** and **Agile** methodologies, significantly improving project delivery timelines, enhancing product quality, and ensuring adaptability in fast-paced development environments.

My career is a testament to a relentless pursuit of technological advancements and a meticulous approach to game design and development.

I'm driven by the challenge of pushing the boundaries of what's possible in interactive entertainment, constantly seeking new technologies, methodologies, and design philosophies to elevate the gaming experience.

As the industry evolves, I remain committed to staying at the forefront, ready to leverage my extensive experience and insight to tackle new challenges and contribute to the next generation of gaming innovations.

💼 PROFESSIONAL EXPERIENCE

08/2018 – 11/2023 Gdansk, Pomorskie, Poland	**Senior Game Engineer,** *Moonmana Company*
	- Led the "Aries" RPG development in **Unreal Engine**, leveraging **C++** for optimizing rendering algorithms, which yielded a 23% increase in frame rates across various gaming platforms.
	- Orchestrated the "PowVista" game architecture in **Unity**, utilizing **C#** to implement complex physics and AI systems, receiving industry praise for innovative interactive gameplay.

- Managed the engineering team for the "Mus" Card Game using **Cocos2d-x**, employing **Python** for server-side game logic and **JavaScript** for responsive multiplayer features, supporting 60,000+ concurrent players.
- Architected scalable, secure backend solutions using **Java** for high-traffic online games, enhancing data processing speeds by 11% and ensuring 94% uptime.
- Directed real-time communication enhancements in "Frontline Tactics" with **Photon** and **WebSockets**, improving multiplayer sync and reducing lag by 29% through **JavaScript** optimization.
- Championed the backend of "Fight Club" with **NodeJS** and **GraphQL**, enhancing game data management and dynamic content generation, boosting user engagement by 13%.
- Executed "Pokeone's" cloud migration to **AWS EC2** using **Docker** for container management, scripting the automation in **Bash**, and configuring cloud resources with **Terraform** for scalability.
- Spearheaded "Knight's Legacy's" transition to **Godot Engine**, writing efficient **GDScript** to improve modularity and decrease memory overhead, leading to a 13% improvement in performance metrics.
- Led the development of "AstraMyth" in **Godot**, using **C#** for scripting procedurally generated content, significantly increasing replayability and engagement.
- Developed and delivered **Godot** training, focusing on **GDScript** for rapid game development, which improved team productivity by 12% and reduced developer ramp-up time by 8%.
- Crafted a blockchain-based item verification system for "Aries" using **Solidity** for **smart contracts** and **JavaScript** for **Web3** integrations, ensuring secure in-game transactions.
- Instituted **DevOps** practices for "Aries," managing the **CI/CD pipeline** with **Jenkins**, and writing infrastructure as code in **YAML** for **Kubernetes** deployments, enabling daily game updates without downtime.
- Pioneered **ML applications** in "WhotAfrica" using **Python** to analyze player data, creating personalized content that raised player lifetime value by 31%.
- Designed **MongoDB** and **SQL database** solutions for "Aries," optimizing data structures and queries in **SQL** for performance, achieving 98% data availability.
- Curated a content creation pipeline with **Blender**, **ZBrush**, and **Maya**, integrating custom **Python** scripts to streamline the asset production process, enhancing team efficiency by 4%.
- Mentored junior engineers in "Warrior's Eclipse," enforcing code quality with rigorous **C#** and **C++** code reviews, contributing to the game's reputation for stability and a low bug rate.

02/2013 –
07/2018
Portland,
Oregon, US

Game Back-end Developer, *Watson Creative* 🔗
- Developed a robust game backend for "Hearthstone: Rise of Shadows" in **Unity** using **C#** and **AWS Lambda** functions, achieving a 94% uptime and enabling scalable real-time multiplayer features.
- Implemented an efficient matchmaking and lobby system for "Blur" using **Photon** and advanced **C#** algorithms, optimizing player connections and reducing wait times by 16%.
- Architected scalable server-side logic for "World of Warcraft: Cataclysm" with **Unreal Engine**, utilizing **NodeJS** for cross-platform compatibility, supporting seamless gameplay for thousands of concurrent users.
- Created a secure, low-latency multiplayer backend for "World of Warcraft: Cataclysm" using **SmartFoxServer** and **Golang**, enhancing server response times by 29%.

- Engineered dynamic in-game economies for "World of Warcraft: Cataclysm" leveraging advanced **C++** programming and **RESTful APIs** to facilitate a 10% increase in in-app purchases.
- Designed and maintained high-throughput game databases for "World of Warcraft: Cataclysm," utilizing **MongoDB** for **NoSQL** storage solutions and complex **SQL queries** for relational data integrity.
- Spearheaded the integration of **Google Cloud services** and **Docker** containers for "World of Warcraft: Cataclysm," optimizing server deployments and slashing operational costs by 25%.
- Managed **CI/CD pipelines** for multiple game projects with **Azure DevOps** services, incorporating **PowerShell** scripting and **YAML** configuration to accelerate release cycles by 20%.
- Pioneered real-time game data synchronization for "Hearthstone: Rise of Shadows" with **WebSockets** and **Socket.io**, significantly enhancing multiplayer gameplay engagement.
- Implemented game server analytics for "Hearthstone: Rise of Shadows" using **Python** for data scripting and **AWS EC2** instances for scalable processing power, improving server scaling efficiency by 15%.
- Programmed complex **AI-driven NPC** behaviors for "Technotown" within the **Unreal Engine** environment, using **Blueprints** for logic construction and **Lua** for scripting nuanced interactions.
- Integrated **PlayFab** backend services for "Sandbox Empire" with **TypeScript**, developing automated systems for player progression tracking and cloud save management, boosting daily active users by 10%.

07/2010 –
01/2013
Portland,
Oregon, US

Junior Game Developer and Designer, *Watson Creative* 🔗
- Orchestrated the full development cycle of "Wolfenstein RPG," leveraging **Unity** with **C#** and **Cocos Creator** with **TypeScript**, enhancing player engagement and increasing session lengths by 8%.
- Led the game mechanics design for "Runner's Rift," utilizing advanced **C#** and **JavaScript** techniques, which boosted player retention rates by 6% through responsive and dynamic gameplay elements.
- Utilized **Java** to build robust back-end systems for multiplayer games, including real-time chat functionalities and leaderboards, which supported thousands of concurrent users.
- Developed several engaging 2D games using **Phaser.js**, focusing on creating intuitive gameplay mechanics and compelling visual storytelling to enhance player engagement.
- Developed the platformer "Doom ‖ RPG" using **Unity**, employing **C#** for scripting physics and animation systems, resulting in a 21% increase in user experience ratings.
- Achieved a 97% stability rate across web and mobile platforms for "MindBend" by optimizing performance using **HTML5** and **WebGL**, ensuring seamless gameplay.
- Assisted in crafting a turn-based strategy game, scripting AI behaviors and combat systems in **GDScript**, leveraging **Godot**'s robust framework for rapid gameplay prototyping.
- Contributed to "Color Rush" by designing complex level maps with **Godot**'s scene system, praised for their creativity and technical ingenuity in challenging players.
- Designed and modeled engaging game environments for "Runner's Rift" with **Adobe Photoshop** and modeled 3D assets in **Blender**, leading to a top 10 Steam indie game ranking.

- Streamlined "Wolfenstein RPG's" user interface using **Figma** for **UX design**, successfully reducing player onboarding time by 30% through intuitive design practices.
- Authored efficient, modular code for an open-world adventure game, utilizing **C++**, **Python**, and **TypeScript** to reduce load times by 18% and decrease player drop-off rates by 13%.
- Expedited the development of "Knight's Journey" by 32% through the use of **PixiJS** for rendering and **Corgi Engine** for rapid 2D game development, leveraging **JavaScript** and **TypeScript**.
- Enhanced player interface experiences by developing a **Vue.js**-powered settings menu, contributing to a 4% increase in daily active users through improved user engagement.
- Championed **Agile** methodologies and **Git** version control across team projects, significantly boosting deployment frequency and halving rollback incidents, thus improving overall team efficiency.

🎓 EDUCATION

2008 – 2010 Iowa, US	**University of Iowa,** *Bachelor of Computer Science* 🔗 Activities and societies: Game Dev Club

🧠 SKILLS

Game Engines/Frameworks
Unity / Unreal Engine / Cocos Creator / Cocos2d-x / Godot
HTML5 / PixiJS / PhaserJS

Networking
Socket.io, Photon, SmartFoxServer, KBEngine, RESTful API, PlayFab, GameSparks, Nakama

Cloud Services
Docker / AWS (Amazon Web Services) / AWS EC2 (Elastic Compute Cloud) / Azure / Google Cloud / Firebase

Blockchain
Solidity / Web3 / Smart Contract

Design/Art Tools
Figma / Adobe Photoshop / Blender / ZBrush / Maya

Programming Languages:
Java / C# / C++ / Lua, JavaScript / TypeScript, HTML5, Python, WebGL, Solidity / Rust / Golang (Go)

Web Technologies
TypeScript /JavaScript, HTML5, CSS, React.js / Next.js / Angular.js / Vue.js, NodeJS, GraphQL / ASP.NET

Databases
MonogoDB / SQL / NoSQL

Development Practices
DevOps / Docker / Agile / Scrum

Productivity Tools
Microsoft Excel / Microsoft Word

🌐 LANGUAGES

English   ● ● ● ● ●

🎷 INTERESTS

Football, Basketball, Tennis, Film, Travel