

# Logan Shelton

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## Technical

C#  
C++  
Python  
Groovy  
Lua  
SQL

## Tools

Visual Studios  
Google Docs  
JIRA  
Trello  
Photoshop  
Perforce  
Jenkins  
TeamCity  
Cryptic Engine  
Unity  
Unreal Engine 5  
Frostbite  
SnowDrop

## Skills

OOP  
Agile  
Release Cycle

### **Sr Software Build Engineer II** 11/2023 to present

Ubisoft – San Francisco, California - Hybrid

- Maintain Python Jenkins automation scripts for the build farm
- Create pipelines for symboling services for debugging purposes
- Automate game crashes from ElasticSearch to Jira for triage purposes
- Maintain C# build code to build code, make SDF, and cook platforms
- Manage Python scripts to maintain GCP (Google Cloud Platform) game services deployments for client and servers
- Built hotfix and live patch Jenkins jobs using Python to deploy critical fixes to our environments
- Rebuilt a Preflight system to ensure green build farms - which also deploys shelved change builds to environments for QA testing purposes
- Restructured "Candidate Master" builds Jenkins processes and documentations to ensure clean deliverables for certifications and live environments

### **Staff Build & Release Manager** 09/2022 to 11/2023

Cryptic Studios – Los Gatos, California - Remote/Hybrid

- Responsible for managing integrations from Epic (UE5) to the release streams
- Oversee studio divergences in the Epic Games code base
- Developed and implemented UnrealGameSync customized utility using C#
- Added symboling for Unreal Engine builds, improving debugging capabilities
- Implemented platform builds for all supported platforms to detect issues early
- Led the Perforce team, providing management, support, and education
- Maintained onboarding documentation to streamline the onboarding process
- Designed and created a Python tool supporting P4 and builds/deployments
- Successfully migrated the team from an in-house builder system to Jenkins Pipeline
- Established customized Jenkins Pipeline scripts, plugins, and security configurations
- Authored customized automated tools for automated testing reports
- Managed technology integrations between Cryptic and Gearbox (AWS, TeamCity)

### **Software Engineer II, Builds & Releases** 07/2021 to 09/2022

Electronic Arts – Vancouver, Canada - Remote

- Manage and improve several Python scripts which handle continuous integrations
- Debug C++, C#, and Python to quickly implement fixes to maintain a green farm
- Implement patching and archiving infrastructure for skate.
- Work directly with QA and production to prepare releases
- Implement a branching strategy that allows growth for the game as a live service
- Manage integrations to and from the game engine
- Managed to get Full Circle to work directly off head of Frostbite
- Manage over 50+ VMs - escalate, debug, or report failures to maintain a green farm
- Implemented a "claim" program on the build farm to claim build failures
- Debug internal tools which work to distribute builds and editors to the game team
- Create several branchspecs to allow a flexible branch within Perforce
- Manage cherry picks between the team, engine, or releases
- Managed data upgrading from Frostbite
- Manage and track divergences between Full Circle and Frostbite
- Created automation processes for Full Circle to block integrations due to failures

**Release Manager III 12/2019 to 07/2021**

Cryptic Studios – Los Gatos, CA

- Developing a new release pipeline and release cycles to reduce live issues
- Created several Python tools to automate dependency checking, and check-in files
- Manage the releases from Alphas to open beta, and launch
- Maintained a green build farm for all of platforms and test
- Developed a Live Run Book to identify hotfix criteria and escalation of calls
- Drive NetOps/Development team toward solutions, patches, and releases
- Creating and managing the release timeline up to 6 months in advance
- Communicating release plans, requirements, and risk to key stakeholders
- Facilitate and direct release triages to ensure better quality and targeted releases
- Managing punchlist, Jiras, and Jira dashboards for Magic Legends team
- Creating and managing microtransactions and battlepasses

**Education:**

B.S. Game Design Engineering, University of Silicon Valley