

Chase Vriezema

Senior Software Engineer

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Profile

I've been playing games my whole life, so when I was presented the opportunity to work in game development, I eagerly dedicated myself to the craft.

I'm a firm believer that a quality product requires quality work, and so I am constantly searching for new avenues to improve. I have had the opportunity to work on many different kinds of applications, from mobile games to automated video editors and doing so has given me a large amount of experience with different types of technology.

Experience

Aug 22 - Sept 23 **Mogul Games Inc.**

Domain Unity Game Development

Tech C# Unity iOS Android Firebase

Product I worked as a Senior Unity Developer on the recently launched Coinsplash mobile title for both iOS and Android. I integrated many new fixes and features into the product ranging from gameplay to ad intergration and analytic handling.

Contribution I helped set Coinsplash up for longterm success by assisting in the integration of various systems and fixes. This included integrating analytics and setting up our ad management from the ground up. I also helped manage the variety of SDKs in the project and management with uploading and deploying to the Appstore and Google Play Store.

Aug 21 - Aug 22 **SCA Promotions**

Domain Unity Game Development

Tech C# Unity SQL

Product I have worked on multiple promotions for casinos ensuring the promotions are deployable and functional on touch based kiosks and work properly with our proprietary engagement software.

Contribution I lead the way for a new set of best practices for Unity development and maintaining code. I reorganized and updated our games to utilize the latest features of C# and Unity, and trained and onboarded new Unity Engineers with our flow and processes.

July 19 - July 21 **Peoplefun Inc.**

Domain Mobile Game Development

Tech C# Unity DeltaDNA Firebase

Product I worked on multiple mobile games in our Unity catalog, including Wordscapes Search and Blockscapes. I continued to work on Wordscapes Search post it's launch, and contributed to most of it's new features.

Contribution I assisted in and lead the development of multiple features for Wordscapes Search including various gamemodes, daily puzzles, and it's collectables system.

May 18 - June 19 **Manabound Studios**

Domain Mobile App Development Automation Web Development

Tech Ruby Objective C Swift C++ iOS IBM Watson NodeJS Angular React

Contracting I worked in a variety of fields automating tasks and improving existing products. I worked on both Android and iOS Applications such as A Dark Room and Mildly Interesting RTS.

I automated video editing utilizing speech to text recognition software, created custom installation tools for eye-tracking programs and have utilized NodeJS, Angular and React for front-end web-development projects.

Aug 18 - Dec 18 **Fate - Designer, Engineer**

Domain Games Digital Card Game

Tech Unity C#

Product Fate is a digital collectable card game that uniquely mixes multiple genres into one. It won the UTD Best Capstone 2018 Award due to it's design and unique understanding of its audience.

Contribution I spent a little less than two years designing Fate through a mixture of physical and small digital prototypes. I decided to create a full vertical slice of gameplay for my Arts and Technology capstone project.

The prototype was made over the course of one semester, and I implemented every feature from the physical version of the game. The entire project was done solo, with the only outside contribution being Unity store assets.

Jan 18 - May 18 **MIRTS - Engineer**

Domain Mobile Games

Tech Rubymotion Ruby

Role Worked as an engineer on a team of four to help design, test, and implement new features to the mobile game MIRTS.

Contribution I spent most of my time engineering one of the new abilities in MIRTS. This feature was designed and implemented from scratch and has made it into the released version of the game. Since then I have returned to innovate and rebalance different abilities as needed.

Education/Pre-Graduation

2014 - 2018 BS Computer Science, BS Arts and Technology, University of Texas - Dallas