

DEVIN CURTIS

SOFTWARE ENGINEER

CONTACT



[REDACTED]



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[REDACTED]

SKILLS

- TypeScript
- JavaScript
- Lua
- Ruby
- Python
- Elm
- HTML
- CSS
- React
- Next.js

PROFESSIONAL SUMMARY

Well-qualified Web Developer and Game Developer familiar with a wide range of programming utilities and languages. Passionate about creating great experiences through data, research and solving problems from outside the box. Knowledgeable of backend and frontend development requirements. Handles any part of the process with ease. Collaborative team player with excellent technical abilities offering over 9 years of experience.

EXPERIENCE

July 2025 - January 2026

Game Developer

Splitting Point Studios, Remote

- Developed and implemented features for large-scale Roblox games with hundreds of thousands of active users
- Polished and updated mature code bases to enhance gameplay mechanics and user experience
- Created innovative games and reusable gameplay systems to support future projects and ongoing development
- Collaborated with artists, designers, and developers to take features from ideation through production
- Analyzed industry trends to inform the creation and tuning of new and existing game features

June 2024 - July 2025

Software Engineer

Extra Space Storage, Salt Lake City, Utah

- Developed and enhanced features using Next.js, JavaScript, and CSS to improve user experience and site functionality
- Implemented A/B testing initiatives to optimize engagement and refine user-facing features
- Conducted thorough code reviews and maintained high-quality engineering standards
- Contributed to QA processes and collaborated on infrastructure improvements for stability and performance
- Worked closely with cross-functional teams to ensure successful feature delivery and alignment with goals

October 2021 - February 2024

Frontend Developer

ACI Learning, Remote

- Led the creation of innovative marketing websites using React, TypeScript, and Gatsby.js
- Engineered a bespoke content management system with Strapi, enhancing integration and reusability across platforms
- Streamlined deployment and continuous integration processes for web applications
- Implemented Docker to standardize development environments and support team collaboration
- Advanced web app functionality and resolved bugs using Elm

October 2019 - September 2021

Full Stack Developer

Bacon Inc., Provo, Utah

- Developed a comprehensive full stack web application utilizing React, TypeScript, GraphQL, Cordova, and Ruby on Rails
- Automated data compilation and validation reports with Ruby and Active Record to support business decisions
- Led the development of a suite of internal administration tools, enhancing efficiency in managing platform users
- Contributed to team discussions, providing insights and updates on project progress
- Ensured software excellence by reviewing code, diagnosing, and resolving issues

October 2017 - September 2019

Lead Game Developer

Lucille Games, Remote

- Directed a team in developing engaging Roblox games, utilizing Lua, Adobe Photoshop, and Blender
- Crafted diverse game elements including characters, levels, and vehicles with professional design tools
- Led projects across various genres, including first-person action and large-scale simulator games
- Facilitated design reviews to ensure alignment with project goals and gameplay vision
- Managed project requirements and resolved issues to maintain development progress

EDUCATION

December 2019

Web Programming and Development

Mountainland Technical College