# PRESTON JOHNSON

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*Innovative, passionate, and versatile developer with over 10 years of experience in game development across various platforms, focusing on iGaming content. Proficient in leading development teams, bringing compelling game mechanics to life, and implementing full-stack web and mobile solutions to support products. Adept in audio production and integration that enhances user experiences in gaming. Adaptive to diverse software development contexts by leveraging broad technical skills and strong problem-solving abilities.*

## SKILLS

- Web Development: JavaScript, TypeScript, HTML/CSS, REST, ASP.NET, PHP
- Game Development: Game engine architecture, Real money gaming systems, Unity
- Programming: C#, C++, Java, Python
- Project Management: Agile, Scrum, Risk mitigation, Resource management, and Product lifecycle management
- Audio Production: Web Audio API, Howler.js, FMOD
- Frameworks: .NET, React, Node.js
- Databases: MySQL, MSSQL, MongoDB
- Version Control: Git, GitLab, SVN
- Operating Systems: Windows, Linux, Mac OS, Android, Docker
- Tool Development: Craft custom tool solutions to enhance game productivity and team creativity
- AI: Integrating AI tools to optimize workflow

## PROFESSIONAL EXPERIENCE

**MAHIGAMING** - https://mahigaming.com/     Boca Raton, FL
Game Developer 1-3     *2015–2023*
Game Developer Group Lead     *2023–Present*

- Led development for 14+ games and contributing to 40+ online slot games on a global real-money gambling platform with millions of active users
- Developed and maintained a scalable casino service game engine, optimizing performance and ensuring smooth global deployment
- Handle and distribute workload of multiple simultaneous projects on a regular basis
- Work closely with the sound designer to implement audio features for many of the games along with supporting creational and workflow tools
- Spearhead the adapter-based integration of audio libraries and developed custom audio tools for designers to independently test and implement assets.
- Games are developed primarily in HTML5/TypeScript/JavaScript but also included various other technologies
- Focus on game accessibility and localization to cater to the global audience
- Self-motivated work in a flat structured environment
- Manage an aggressive shipping schedule while balancing updates and hotfixes needed for old games
- Train new hires on the company workflow and culture
- Participate in interviews for new developers
- Help lead daily sync sessions with different product teams in multiple locations
- Perform various other roles, including, but not limited to, audio producer, IT support, producer, and tool developer
- Joined the studio as a small start-up and wore many "hats" as it grew into a top market contender
- Manage up to 5 employees while also being a lead developer on products
- Implement continuous integration/continuous deployment (CI/CD) pipelines to streamline development cycles

- Mentor developers by engaging in weekly one-on-one meetings, fielding questions or escalations, setting SMART goals, and conducting quarterly reviews
- Work with other leads to schedule resources for products and initiatives
- Coordinate with multidisciplinary product members to create milestone tracking for games
- Elicit feedback for roadmap management
- Coordinate initiatives to improve workflow and issue tracking while handling normal workload
- Travel to offices in multiple countries to train other developers
- Engaged in various conferences for networking, training, and team/engineering coordination

A.V. - https://store.steampowered.com/app/341750/AV/                 Rochester, NY
Lead Developer, Technical Lead, Audio Lead, Team Lead, Project Manager                 *2013–2016*

- Unique "Sound to Light" mechanic. The only light is generated by sound, but sound also attracts unwanted attention. This provides an overwhelming glowing musical world to explore
- Managed a diverse team of sixteen in developing "Sound to Light," an innovative game using Unity 3D and internally created assets
- Worked alongside composers to create the soundtrack
- Majority of the sound effects were self-created
- Musical tracks in each level are layered. The player's powers represent each of the tracks of the song
- Progression through a level creates a sensory explosion of color and music
- Organized and implemented a vast library of audio and visual assets.
- Went from student project to a successful commercial Kickstarter game. Released Commercially in February 2015
- Primary distribution via Steam – Successfully passed through the Greenlight voting process. Previously available via the Humble Bundle website also
- Award winner at RPI GameFest 2014 Best Sensory Game – "Most Unique use of Audio and Visuals in Show"
- Organized and lead meetings with the entire team, development team individuals, and third-party vendors
- Created working contracts for all project contributors
- Performed code reviews and regular performance evaluations
- Conducted meetings with publisher to acquire funding and resources for the project
- Organized public play tests and adapted design and development according to feedback

EMS ESCHEDULE - https://www.goeschedule.com/                 Rochester, NY
Senior Applications Engineer                 *2009–2015*

- Primary responsibilities included design, development, and maintenance of server code.
- Developed and maintained custom workforce management web modules and reports in collaboration with company leadership and clients.
- Conducted extensive work with SQL databases to enhance functionality and stability of existing systems
- Led the development of key web modules such as Document Library and Event Calendar, highlighted by industry publications
- Worked directly with new prospects to develop custom pages needed before the customer would use our product and provided the needed updates to keep these pages current
- Interviewed and trained Junior Applications Engineer

## ADDITIONAL EXPERIENCE

- Provided mentorship in game and audio programming to demonstrate a strong passion for education and knowledge sharing. This began with teaching assistant roles and continues via employee mentorship
- Engaged actively in community and industry events, presenting at conferences and contributing to professional forums
- Lifetime full of miscellaneous computer tinkering and technical troubleshooting and a passion working with audio

## EDUCATION

ROCHESTER INSTITUTE OF TECHNOLOGY                                                      Rochester, NY
*2007–2014*

- Bachelor of Science in Game Design and Development
  - Minor in Web Development
- Master of Science in Game Design and Development

## RECENT GAMES

- 12 Masks of Fire Drums
  - *Online slot game for mobile and desktop – 20+ paylines*
  - *Follow up to the hit game - 9 Masks of Fire*
  - *Unique Epic Strike™ based bonus features*
  - *Rising Rewards™ Multiplier*
  - *Collection pot*
- Fire and Roses Joker
  - *Online slot game for mobile and desktop - 720 Ways (Bi-directional)*
  - *Wilds stacks*
  - *Collection pot*
  - *Increasing free spins multiplier*
  - *Reel jackpots & jackpot wheel*
- Gold Blitz Extreme
  - *Online slot game for mobile and desktop - 4096 ways*
  - *Rising Rewards™ Jackpots*
  - *Cash collection & Jackpot ride feature*
  - *Bonus Buy & Choice*