Annie Worrell
Game Dev and Software Engineer

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Skills
C# - Unity - ReactJS - Swift - Monogame - Blender - Substance Painter - Jetbrains Rider

2022-2025 — Cloud Ingenuity
Software Engineer II (Full Stack)

In my day to day work, I design and develop enterprise tools, create web applications with React, manage backend and frontend resources, and additionally develop native iOS applications via Swift and Swift UI.

As a part of my team, I have developed and launched multiple client facing and internally used applications, providing full support in day to day use. Some of the projects I have lead include an industry leading indoor location services application, a full map building tool and backend suite, and a supporting web frontend for viewing maps made with our map building tool, complete with support for real time alerts via our industry leading security hardware backend, all under the Cloud Ingenuity software IP.

I also designed the role based access control systems for our front and back end, completely with integrated security and authentication systems, and provide support to live applications based on user and client feedback.

2024-Present — Parallas
Co-Founder and Developer

I am currently lead engineer and dev at Parallas, a remote indie game team. Recently, we just launched Deep Space Bellhop, a commercial game created in a custom Monogame + C# engine.

2020-Present — UmeYume
Project Lead

As a part of Team UmeYume, I have been spending the last four years directing a creative team of artists, musicians and designers to create an as yet unannounced project with an existing IP.

My responsibilities include managing the project from the top down, organizing the project workflow to ensure that the project progresses smoothly, supporting the team in everyday development, and handling communications with the IP holder overseas.