RICHARD SKALA

SENIOR SOFTWARE ENGINEER

CONTACT

☎ (949) 637-5674

✉ richardskala@gmail.com

📍 Costa Mesa, CA

🌐 linkedin.com/in/richardskala

💼 rskala.github.io

SKILLS

Programming:
Unity, C#, Unreal Engine, C, C++, Object-Oriented Programming, Objective-C, iOS, Cocoa Touch, UIKit, Apple Interface Builder, ActionScript, Python, Bash & PowerShell scripting, Kotlin, HTML, CSS, JavaScript.

Operating Systems and Tools:
Windows, Visual Studio, Mac OS X, Xcode, iOS (iPhone & iPad), Android, Git, GitHub, SVN, Jira

EDUCATION

BACHELOR OF SCIENCE IN COMPUTER SCIENCE - MINOR IN MATHEMATICS

Loyola University |
Chicago, IL

IOS DEVELOPMENT COURSE

University of California
Irvine | Irvine, CA

PROFILE

Seasoned Software Engineer with over 20 years of expertise in creating scalable, innovative software and top-rated games, complemented by a solid track record in automating builds and Continuous Integration systems. Demonstrated ability in bug resolution, app store management, and fostering strong relationships across teams, highlighting leadership skills and a commitment to enhancing product quality through effective collaboration.

EXPERIENCE

SENIOR SOFTWARE ENGINEER   Nov 2017 – Jan 2024

Wonderstorm | El Segundo, CA

- Cooperated on the development of The Dragon Prince: Xadia (multiplatform).
- Implemented a prototype of the original design of the iOS game, which started as a turn-based multiplayer tactics game then evolved into a touch-based top-down hack-and-slash RPG, using Unity C#, A * Pathfinding Project, and off-the-shelf assets.
- Set up the Apple Developer Portal for all device provisioning and deployment to TestFairy for downloading and playing on devices.
- Assisted with developing consistent coding standards, which were enforced and reviewed using the GitHub Pull Request system.
- Completed the implementation of various UI tools in the Unity Editor using UI Toolkit, including a system which enabled designers to customize game camera's positions, look at targets, and smoothed transitions.
- Implemented the automated build and Continuous Integration system using a combination of TeamCity running in a Docker container in Amazon AWS, Windows and Mac Shell Scripting, Python, and the Unreal Build Tool, after the engine's switch from Unity to Unreal and target platform's switch from mobile to Windows PC.
- Implemented an offscreen indicator system in C++ and Unreal Blueprints, which tracked offscreen players by placing icons on the edge of the screen in the direction of the other players.
- Collaborated directly with audio engineers on implementing an Interactive Music System in Unreal Engine using WWise, C++, and an internal data scripting language.
- Performed full-stack implementation of various systems using Pragma Platform and Kotlin for the backend and a combination of Unreal Engine C++ and internal data scripting language for the front end, such as displaying post-game Mission Surveys, custom Messages of the Day on player login, various mission selection requirements, and Timed Events.

OWNER / LEAD PROGRAMMER / LEAD DESIGNER   Nov 2009 – Apr 2018

Pixel Vandals, Inc. | Costa Mesa, CA

- Programmed and designed Jump Rope Boy / Jump Rope Girl, a free ad-supported game developed with Unity C# for Android and iOS, supporting all resolutions and aspect ratios.
- Implemented In-App Purchasing, Facebook Analytics, Google Admob, Vungle, and Unity Ads.
- Performed all app store provisioning and submissions.
- Served as the sole programmer on VineKing, an original, self-developed, and self-published iPhone game released on iOS App Store using a licensed Torque2D engine.
- Built and released VineKing in less than a year with a team of 3 people and achieved a rating of 4 out of 5 stars on Touch Arcade from iPhone Game Reviews and News.

RICHARD SKALA

- Created all game functionality, including line drawing, enemy behavior, and interface using C++, and ensured the production of desired information by conducting trial runs.
- Completed the implementation of iOS Game Center Achievements, Leaderboards, and Facebook integration (Objective-C) and wrote instructions and tutorials for guiding end users.
- Managed custom, non-licensed parts of the codebase and assets, implemented self-imposed coding standards, and produced workflow charts and diagrams.

SENIOR SOFTWARE ENGINEER   Nov 2016 – Aug 2017

MVP Sports | Malibu, CA

- Collaborated with a small team on developing Basketball Royale (shipped in Dec 2016) and Super Basketball Royale (shipped in Mar 2017) for iPhone.
- Implemented user interface, player customization, and menus utilizing Unity and C#.

SENIOR SOFTWARE ENGINEER / IOS PROGRAMMER   Nov 2011 – Aug 2016

Playtika Santa Monica (formerly Buffalo Studios) | Santa Monica, CA

- Completed the development of Bingo Rush in 7 months in collaboration with a team of 2 programmers, an artist, and a producer.
- Performed bug fixing and drove the improvement in application performance.
- Created an entire game UI and In-App Purchasing for Bingo Rush using Objective-C, Cocoa Touch, and UIKit, and performed all iOS development provisioning and App Store submissions.
- Implemented various gameplay and UI elements for Bingo Blitz and Bingo Rush 2 using Flash AS3.
- Completed the implementation of In-App Purchasing and Push Notifications for Bingo Rush 2 and various slot machine functionalities for Bingo Blitz.
- Achieved #1 ranking on Casino iOS for Bingo Rush, high ranking in the Casino category for Bingo Rush 2, and the Top 100 Grossing iOS for Bingo Blitz.

PROGRAMMER   Oct 2005 – Oct 2009

Savage Entertainment | Los Angeles, CA

- Served as a generalist programmer on multiple projects across multiple platforms.
- Responsible for developing mini-map and player customization for Saint's Row: Undercover (PSP).
- Completed the implementation of UI and character selection for Transformers: Revenge of the Fallen (PSP) and voice chat and on-screen keyboard support for Rock Revolution (PS3).
- Cooperated on Wall-E (PSP) and Transformers (PSP) to track down and fix unshippable gameplay issues and implemented PSP video playback for Scooby Doo: Who's Watching Who (PSP).
- Modified and implemented current and new weapon and bullet systems for Destroy All Humans: Big Willy Unleashed (PSP).
- Led and implemented weapon upgrade system using existing state-machine and Lua-based animation systems for Medal of Honor: Vanguard (PS2)

SENIOR LEVEL SCRIPTER   Jul 2002 – Oct 2005

Shiny Entertainment | Newport Beach, CA

- Acted as the Senior Level Scripter on Matrix: The Path of Neo (PS2) and Enter the Matrix (PS2) with 5M+ sold copies for Enter the Matrix (PS2).
- Executed gameplay and level scripting utilizing C-based script language, in-house scripting tool, and in-house level editor, and documented subsequent revisions.
- Handled all gameplay systems and level designs in close collaboration with designers, artists, and animators and led the activities of programming personnel.
- Improved the gameplay by redesigning game missions and delivered training on the game and scripting engine to junior-level scripters.