

Software Engineering Consultant Software Engineering Consultant Software Engineering San Francisco, CA Work Experience Software Engineering Consultant Titan Mobile LLC - Santa Clara, CA December 2016 to January 2018 Back-end refactoring and app migration for 3 live games with over 13 million users Built reskinable core gameplay features for low-cost content cycling in preparation of game sunsetting Managed a team of offshore consultant software engineers from June Software Software Engineer Tango Inc - Mountain View, CA April 2015 to April 2016 Head Unity engineer for a team of 8 (4 engineers, 2 project managers, 1 game designer, 1 artist) Implemented core game logic for a feature rich puzzle battler mobile game Familiar with the entire software development lifecycle of mobile application from project pitching and prototyping to development and launch Software Engineer TidePool Inc - San Francisco, CA August 2014 to April 2015 Front-end mobile developer with strong concentration on user acquisition and viral marketing features Migrated TidePool's main app to iOS 8 providing users with a seamless transition Software Engineer Zynga Inc - San Francisco, CA August 2013 to April 2014 Full-stack feature developer for FarmVille, releasing 3 major features for Zynga's 4th largest game Engineered highly scalable features reaching 800,000 users worldwide while focusing on both user retention and revenue generation Studio firefighter role in charge of release management, game condition monitoring and live server debugging reducing PHP fatals by 25% and ActionScript errors by 30% Engaged in a hyper-speed software development cycle with biweekly releases to a live game Mobile Developer Aspera Inc - Emeryville, CA December 2012 to August 2013 Development lead for Aspera's enterprise-level high-speed file sharing mobile application Integrated C and Objective-C frameworks in iOS client for faster transfer rates than FTP and HTTP by eliminating bottlenecks in TCP Senior Software Engineer Red Seraphim Inc - Santa Clara, CA July 2011 to May 2012 Central software engineer and mobile design lead working with investors, technical writers, artists, and game designers to deliver a cross-platform Facebook, Android, and iOS social game Concepted and implemented turn-based battle logic with AI for PvE and networked matchmaking PvP Education Master's in Computer Science and Engineering Santa Clara University - Santa Clara, CA June 2013 Bachelor's in Computer Science and Engineering Santa Clara University - Santa

Clara, CA June 2012 Skills AWS (Amazon Web Services), C, C++, C#, PHP, Python, Java, Javascript, SQL, Objective-C, OpenGL, Unity, Unreal Engine, XCode, MySQL, JIRA, Game Development, Mobile Development, Agile Methodology, Cloud Infrastructure, GitHub, Git

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