



Mr. Scott White

Senior Mobile Engineer, Gaming Platform
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SKILLS

Swift • Kotlin • iOS Development • Android Development • Real-time Multiplayer • Mobile CI/CD • GitHub Actions • Fastlane • App Store Deployments • Play Store Deployments • Performance Profiling • Automated Testing • Crash Analytics • Asset Optimization

EXPERIENCE

Senior Mobile Engineer, Gaming Platform — Nebula Games Studio

June 2023 – Present

Led end-to-end mobile feature delivery for a real-time multiplayer client using Swift and Kotlin, delivering an 18% increase in session length and a 12% reduction in latency through targeted optimizations. Implemented mobile CI/CD pipelines with GitHub Actions and Fastlane, reducing release cycles from 12-14 days to 3 days and automating 90% of builds and tests. Mentored a team of 5 engineers, established mobile architecture guidelines, and improved code reuse by 25%.

Lead Mobile Engineer — PixelForge Interactive

March 2020 – May 2023

Spearheaded cross-platform mobile UI framework for multiple gaming titles using Swift/Kotlin, boosting FPS by 8% and reducing binary size by 15%. Implemented CI/CD automation (Fastlane, GitHub Actions) to cut release lead time from 7-10 days to 2-4 days and cut post-release hotfixes by 35%. Collaborated with backend to optimize real-time multiplayer synchronization, reducing average latency by 10% and increasing crash-free sessions.

Mobile Engineer — NovaByte Games

January 2017 – February 2020

Designed and implemented cross-platform features in Swift and Kotlin for iOS/Android gaming apps, increasing onboarding completion by 30% and reducing crash rate through instrumentation and crash analytics. Added automated testing (unit/UI tests) and CI/CD integrations; reduced release regressions by 40% and cut build times by 20%. Collaborated with product and QA to deliver scalable in-game purchases and secure payment integration.

EDUCATION

B.Sc. Computer Science

Université des Antilles, Martinique

Graduated: 2010