Sean Soria

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PROFESSIONAL EXPERIENCE

Industrial Toys, Pasadena, CA | November 2014 - August 2018 (acquired by EA)
Lead Services Engineer
- Backend engineer designing and writing game services in Python utilizing Google App Engine
- Worked on multiple mobile first person shooter titles

Google, Venice, CA | May - November 2014
Software Engineer
- Worked on Brand Formats Advertisements frontend team

Sleepy Giant, Newport Beach, CA | December 2012 - May 2014
Senior Software Engineer
- Backend engineer designing and writing game services using Node.js and Ruby
- Working as technical lead to deliver Midnight Star game server to Industrial Toys

Spark Unlimited, Sherman Oaks, CA | October 2012 - December 2012
Contract Software Engineer
- Full stack programming for unannounced mobile title

Gamzee, Los Angeles, CA | May 2011 - July 2012
Co-founder and Senior Software Engineer
- Lead programmer for two social games released on Facebook
- Written for mobile and desktop platforms with a single code base
- Technologies include HTML5 and Javascript on the client, and NodeJS on the server

NVIDIA, Santa Clara, CA | August 2008 - May 2011
Apple System Software
- Work with other teams to develop a cross platform graphics driver module
- Fix bugs related to display technology such as HDMI, Display Port, and HDCP
- Work on tools to aid in debugging and diagnostic efforts

JUST FOR FUN

Solved the CryptoKitties Genetic Algorithm | December 2017
https://medium.com/@sean.soria/cryptokitties-mixgenes-function-69207883fc80

Cosmicat Crunchies, Los Angeles, CA | October 2012
Programmer
- Created a facial expression driven arcade game using Microsoft XNA and Kinect
- Just check out the video: http://games.ucla.edu/game/cosmicat-crunchies/

XBMC Media Center | December 2007 | August 2009
- Worked with a globally distributed team on a large, highly module open source media center project
- Ported to Linux 64-bit architecture
- Submitted patches to upstream libraries including Python, FFmpeg, and MediaMVP Media Center
- Embedded Chromium browser into XBMC for Flash support

EDUCATION

University of California, Los Angeles
MS in Computer Science | September 2012 | GPA 3.6
BS in Computer Science | March 2006 | GPA 3.3