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Vicky Bilbily

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Experience

Educational Game Developer - Creatubbles
Jan 2024 - Present

Skills: Lua, Figma, UX design, game design, instructional design
- Demonstrating strong self-direction in a fast-paced EdTech start-up environment.
- Project owner of SuperCode Saga, a curriculum of educational games that teach kids the fundamentals of computer science. Developed the high-level progression of games and learning objectives, created design briefs to guide implementation, delegated implementation tasks amongst team members.
- Worked on various aspects of game implementation across multiple projects: level design, gameplay programming, dialogue writing, instructional copy writing.
- Collaborated with engineers to improve UI/UX of the interactive tutorials system.

Programming Instructor - Creatubbles
June 2023 - Jul 2025

Skills: Lua, game design, teaching
- Led makerspace-style online coding sessions for kids ages 8–14, providing mentorship on coding concepts, debugging, and project scoping as students developed independent game projects.
- Developed multiplayer game demos that were played together by students as part of class activities.

Gameplay Programmer - Behaviour Interactive
Jun 2020 - May 2023

Unannounced Project | *Skills: Unreal Engine 5, C++, PC/console*
- Leveraged the Gameplay Ability System to develop networked features such as interactive objects and player abilities, exposing functionality to designers through Blueprints.
- Worked iteratively with designers on AI Behavior Trees by creating custom nodes.

Jurassic World: Primal Ops | *Skills: Unity, C#, Javascript, Node.js*
- Developed the game-entry flow as owner of the world map and mission setup features.
- Built data-driven meta-game features across the back-end and front-end, such as dispatch missions and time-limited events.

Graduate Researcher - University of Toronto
Sep 2018 - May 2020

Skills: Swift, iOS, Javascript, HTML5 Canvas, UX design research
- Designed and implemented research prototypes using iOS and web technologies.
- Developed, executed, and analysed user studies using user-research techniques: usability testing, interviews, surveys, and thematic analysis.
- Synthesized research results into academic writing, resulting in a first-author publication at UIST 2021.

Teaching Assistant - University of Toronto
Sep 2018 - Dec 2019

Software Developer Intern - Autodesk
May 2017 - Aug 2017

Software Developer Intern - CIBC Live Labs
Jan 2017 - Apr 2017

Education

Master of Science, Computer Science - University of Toronto
Sep 2018 - Jan 2020

- Specialization: Human-Computer Interaction.
- First-author thesis publication: "Space, time, and choice: A unified approach to flexible personal scheduling." *The 34th Annual ACM Symposium on User Interface Software and Technology*. 2021.

Bachelor of Engineering, Software Engineering - McMaster University
Sep 2013 - Apr 2018

Skill Summary

Software development: Lua, C#, C++, Unreal, Unity Javascript, React, HTML/CSS, Node, Python, Swift, iOS
Design: Adobe Photoshop, Adobe Illustrator, UX design, UX research, instructional design, curriculum design
Spoken languages: English (native), French (professional working proficiency)