

# Vicky Bilbily

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Multi-disciplinary software developer with strong UX & product sensibilities.

## Experience

### Educational Game Developer – Creatubbles

Jan 2024 - Present

*Skills: Lua, instructional design, UX design, Figma*

- Serving as **project owner** for SuperCode Saga, a series of story-driven educational games that teach kids to code; defining high-level curriculum structure, learning objectives, and narrative progression, translating these outlines into individual design briefs, delegating implementation tasks, and overseeing final product cohesion.
- Contributing hands-on to **game development** across multiple projects, spanning level design, gameplay scripting, narrative writing, and instructional writing.
- Determining new features and **improving UX** for the in-game interactive tutorial system.
- Auditing, updating, and adding new articles to existing collection of written tutorials.
- Demonstrating strong self-management and initiative in a fast-paced EdTech **start-up environment**.

### Game Programming Instructor – Creatubbles

June 2023 - Jul 2025

*Skills: Lua, teaching*

- Led makerspace-style online coding sessions for kids ages 8–14, providing mentorship on computer science concepts, project scoping, and debugging, as students developed independent game projects.
- Designed and built 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*

- Developed **networked gameplay** features such as interactive objects and player abilities by leveraging the Gameplay Ability System, exposing functionality to designers through Blueprints.
- Worked closely with designers on NPC Behavior Trees, creating many custom nodes for them to use.

Jurassic World: Primal Ops (shipped) | *Skills: Unity, C#, Javascript, Node.js*

- Developed the main 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 timed dispatch missions, toast notifications, and time-limited events.

### Graduate Researcher – University of Toronto

Sep 2018 - May 2020

*Skills: UX research, academic writing, Swift, iOS, Javascript, HTML5 Canvas*

- Published **peer-reviewed research** at UIST, a premier human-computer interaction conference, as first-author.
- Developed, executed, and analysed **user studies** using user-research techniques: usability testing, interviews, surveys, and thematic analysis.
- Designed and implemented research **prototypes** using iOS and web technologies.

### 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**.
- Thesis: "Space, time, and choice: A unified approach to flexible personal scheduling" (published at UIST 2021)

### Bachelor of Engineering, Software Engineering – McMaster University

Sep 2013 - Apr 2018

## Skill Summary

Software development: Lua, C++, C#, Unreal Engine, Unity, JavaScript, Node.js, React, HTML/CSS, Python, Swift, iOS

Design: UX design, UX research, instructional design, Figma, Adobe Photoshop, Adobe Illustrator

Spoken languages: English (native), French (professional working proficiency)