Nicole Beaulieu

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OBJECTIVE:

I am an innovative and creative Computer Scientist offering extensive experience in software architecture, design, and development. I am a collaborative leader and care deeply about the career success of my team members and colleagues. I lead by example, influence others through cooperation and collaboration, and as a result, have an adept ability to support and bring out the best in others. I navigate the unknown well, feel energized by the discovery and mastery of new technologies, lead with composure in times of stress, and am ninja-like in my software project management skills. I am seeking a software engineering or engineering leadership role with a company creating industry-defining products and that empowers everyone to develop the best products of their careers.

SUMMARY:

- 25+ years of software engineering experience
- 10+ years as Staff /Principal Software Engineer
- 15+ years leading cross-discipline teams in agile and waterfall methodologies
- 25+ years in OOD and OOP for RTOS, desktop, web, and mobile environments
- 15+ years developing in C/C++
- 9+ years developing in Unity3D and C#
- Additional languages: R, Python, JavaScript, AS3, and HTML5/CSS3 and a smattering of Objective-C
- 37 patents related to software architecture and gaming

EXPERIENCE:

June 2018 to Present   **Senior Software Engineering Manager**
Intuit, Inc., Reno, NV

- Responsible for the career growth and mentorship of a diverse group of skilled and motivated engineers with varied technical backgrounds and experience levels.
- Improving cultural health of the division through hiring, technical and career mentorship, encouraging diversity in thought, and humble leadership by example.
- Responsible for the day-to-day and long-term success of two scrum teams. Requires close collaboration with the teams and with engineering, business, and customer support leadership,
- In an effort to improve code quality and customer experience, I layered a Kanban sprint in with our traditional agile sprint. This effort dropped the bug count from 100+ to sub-20 in four months without impact to business deliverables or timelines.
- Technical responsibility of the teams for which I am responsible include: support of a legacy code base through the precise implementation of features and bug fixes; decomposition of the legacy code into microservices satisfying business logic for payroll tax compliance; improvement of the customer service experience through development and support of an integrated suite of agent-facing tools.

January 2016– June 2018   **Principal Software Engineer and Technical Manager**
PLAYSTUDIOS, Inc., Burlingame, CA

- Led the mobile game development team for an industry-leading free-to-play casino application.
- Responsible for hiring, training, and career growth and mentorship of software engineers of varying experience levels.
- Led the hiring efforts in creating a team of motivated game engineers; mentored each member in the art software design and game development. New team members shipped games and features to production within 2 to 4 months of joining the company.

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- Responsible for advancing the company's game engine with the goal of improving code reuse, development velocity, and code quality.
- Technologies: Unity3D, C#, and JSON, RESTful APIs, SaaS

October 2013 – January 2016   **Principal R&D Software Engineer**
Scientific Games, Reno, NV

- Performed research, feasibility studies, and development of the company's future technologies and platforms. Projects include multiplayer and client-server games, skill-based games, physics-based games, location-aware applications, gesture-based games, and an HTML5/JS/CSS3 and Canvas2D prototype game engine.
- Provided architectural oversight of the design and integration of the Unity3D game engine into current and upcoming platforms. Requirements included the development of a rapid prototyping system and a write-once-deploy-many model.
- Technologies: Unity3D, C#, JavaScript, HTML5/CSS3, AJAX/JSON, XML, Leap Motion, iOS, Android, Linux, and Windows.

April 2013 – September 2013   **Software Architect and Game Developer**
Kizzang, LLC, Las Vegas, NV

- Designed and developed the company's front-end game engine targeting a write-once-deploy-many (iOS, Android, web) model for the multi-tier online free lottery and sweepstakes system.
- Technologies: Flash, AS3, HTML, JavaScript, PHP, AJAX/JSON, Starling and Feathers.

February 2013 – April 2013   **Software Architect and Game Developer**
Spooky Cool Labs, Chicago Illinois

- Developed a reusable game framework and flagship game for the online social casino.
- Technologies: Flash, AS3, PHP, AJAX/JSON.

February 2007 – February 2012   **Multiple Software Engineering Roles**
International Game Technology, Reno, NV

October 2010 – February 2012   **Staff Software Engineer, Team Lead, and Established Inventor**
- Responsible for analyzing the company's future platform and its viability for production game development.
- Implemented flagship standardization of Unit Testing and TDD models for critical game evaluation code.
- Technologies: Windows7 Embedded, Unity3D, and C#.

April 2010 – October 2010   **Software Engineering Manager**
- Led a talented team of game and system development engineers and project managers creating non-traditional applications and features with the intent of creating a market disruptor..
- Responsible for career mentorship and employee success, project management, and adherence to studio budget

June 2009 – April 2010   **Lead Software Architect**
- Led a team of talented architects responsible for delivering the architectural design and proof of concept for the company's future gaming platform.
- Technologies: Windows 7 Embedded, C#, .Net 4.0, Unity Game Engine.

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July 2007 - December 2009   **Tools and Process Engineering Manager**
- Responsible for project management, employee success, and adherence to team budget.
- As the technical point of contact with the Systems and Software Consortium, Inc. (SSCI, www.software.org), coordinated company-wide training and workshops including Disciplined Agility, Test Driven Development, Practical Software Measurement, Risk Management, and Managing Agile Software Development.
- Instrumental in the definition and rollout of company-wide processes, committees, and supporting software including Technical Software Evaluation Framework, Engineering Design Review Board, Defect Review Board, Tools Governance Board, Technical Tools Evaluation Committee, Change Control Board, and IGT Systems Lifecycle Framework.
- Led the cross-functional team responsible for the implementation of an enterprise-wide requirement management solution with IBM DOORS. Integrations included Mercury Quality Center, Microsoft VSTFS, and Enterprise Architect.

February 2007 – July 2007   **Staff Software Engineer, Team Lead**
- Implemented features and enhancements for the company's gaming machine.
- Technical Project Manager for the company's software licensing initiative, cross-platform game development solutions, and the realization of a single gaming solution for gaming devices.
- Technologies: QNX, C++

July 2006– February 2007   **Senior Software Engineer**
Intuit, Reno, NV

- Led early design efforts for the QuickBooks Employee Portal, a new feature enabling employees to manage personal data including W4, Direct Deposit, and pay report access.
- Implemented automated test framework for payroll product and was an advocate of TDD.
- Technologies: Java, JUnit, Tomcat, Linux.

June 1997 – July 2006   **Staff Software Engineer, Team Lead**
International Game Technology, Reno, NV

- Instrumental in leading the design, implementation, and quality activities of the company's real-time fault tolerant gaming machine software.
- Led a cross-functional team of game and game engine developers and technical artists
- Technologies: C/C++, QNX, Windows 3.1, i960.

February 1997 - December 1999   **Independent Contractor**
Reno, NV

October 1995 - February 1997   **Lead Windows 95 Programmer**
Realtime Associates, Inc., Redmond, Washington

June 1993 - September 1995   **Firmware Engineer**
International Game Technology, Reno, NV

EDUCATION:
- **Master of Science in Human-Computer Interaction**
  Iowa State University, Ames, Iowa, August 2018
  Golden Key Honor Society, GPA 3.93

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- **Bachelor of Arts in Computer Science**
  University of San Diego, San Diego, CA, May 1993
  Dean's List, Second Honors, Magna Cum Laude, GPA 3.73

AWARDS:

- Awarded the honorary title, "IGT Established Inventor." February 2011
- IGT Patent of the Year Nominations, 2011: Patents: 7901289, 7909696, 7918730, 7931533
- IGT Patent of the Year Nomination, 2010: Patent 7789756