

Charles Sweet



Software Engineer

Specializing in Game, Mobile, Web, Front End, Content Pipeline, and Tooling Development

“ I don't just write software; I strive to create seamless, performant, and memorable applications for every type of end user. From implementing the next big game feature on a large team, to prototyping novel ideas in cutting edge tech stacks, to creating tools that make my teammate's jobs easier. I cherish each new opportunity to make an impact and leave any project I touch in better condition than I found it. I am excited to help bring my team's efforts to their full potential!

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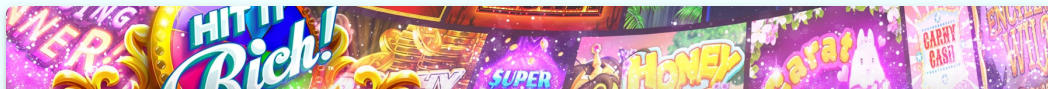
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Software Engineer II on Words With Friends at Zynga from 2018 to 2021

- Architected, developed, deployed, documented, evangelized, and owned extensive live content pipeline used for all WWF mobile SKUs. Many technical improvements allow rich and targeted content to be created and deployed at breakneck speed without engineering assistance. Less than one year after being introduced, over \$20m earned.
- For personalized video promotion, responsible for connecting users to their personalized videos and ensuring ability to socially share the video after viewing it. Leveraged web and mobile native APIs to deliver perfectly tailored user experience.
- Excelled as half of two-person client team responsible for developing, deploying, and supporting Words Live: a cash-prize live trivia game show hosted in the WWF mobile app. Responsible for creating and maintaining modal dialog system. Designed proven tool capable of running synchronized pre-recorded shows without live control room support.
- Mentored engineering interns and new-hires. Took personal interest in their careers and provided individual support with daily check-ins, ramp-up support, and code reviews.

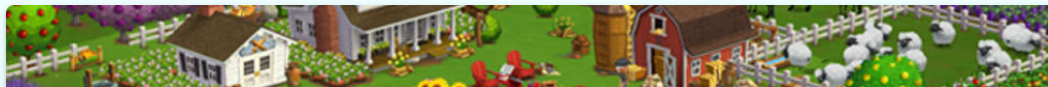
Tech Stack: JavaScript, TypeScript, Node.js, cocos2d-js, React, React Native



Software Engineer I on Hit It Rich! Slots at Zynga from 2015 to 2018

- Personally responsible for implementing complex game cabinet animations, audio, and custom game logic for iconic franchises like Aerosmith, Ainsworth, Downton Abbey, Elvis, Elvira, Halloween, Happy Days, Lost in Space, Pee-wee Herman, Real Housewives, Slingo, Sex and the City, Steve Harvey, Superman, Willy Wonka, The Wizard of Oz, and many more.
- Initially developed with Flash tech stack, quickly ramping up on mobile development via Unity. Repeatedly delivered licensor feedback under tight deadlines on both platforms.

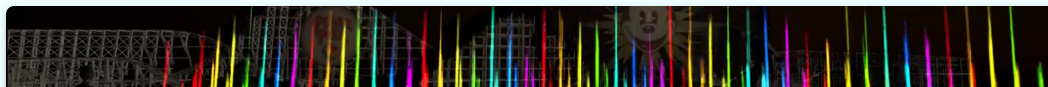
Tech Stack: Flash ActionScript, C#, Unity 3D



Jr. Software Engineer on FarmVille2 at Zynga from 2013 to 2015

- Created critical studio client tools used to integrate and publish new game content.
- Developed and implemented game features under the direction of engineering and design.
- Began enduring process of Agile development on small pods while executing sprints.
- Recognized with various company and studio awards for impactful tooling development.

Tech Stack: C#, .NET, PHP, Flash ActionScript



Personal Projects

- react-paper-resume(2021) - React application that renders an interactive, data driven, paper-style resume with a high-quality presentation layer. This resume was rendered with it!
- World of Color(2019) - Unity 3D project written in C# that partially simulates a popular real-world light and fountain show at Disney's California Adventure Park.
- Kortermaster(2020) - React Native application that leverages AWS and a personally sourced database to allow users to scan barcodes and manage their pantry's inventory and expirations.