Charles Sweet

Software Engineer

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

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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 with 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 help bring my team's efforts to their full potential!
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📞 925.459.4874

✉️ contact@charlessweet.me

🌐 charlessweet.me

in linkedin.com/in/charles-sweet

github.com/jetsterdajet

WORDS with friends 2

Software Engineer II on Words With Friends at Zynga since 2018

• Arcitected, developed, deployed, documented, evangelized, and personally owned *the* new live content pipeline for all WWF mobile SKUs. A host of technical improvements allow rich and targeted content to be created and deployed at breakneck speed without the aid of an engineer.

• Implemented numerous error-free game features and technical improvements for both the web and mobile application stacks. Successful in collaboration with a large team consisting of major disciplines including engineering, QA, production, design, marketing, project management, analytics and live content operations.

• Excelled as half of a two-man 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 the modal dialog system. Designed a proven tool capable of running synchronized pre-recorded shows without any live control room support.

• Served as mentor to engineering interns and new-hires by taking a personal interest in their careers. Provided individual support with daily check-ins, ramp-up support and code reviews.

Tech Stack: JavaScript, TypeScript, Node.js, cocos2d-js, React, React Native
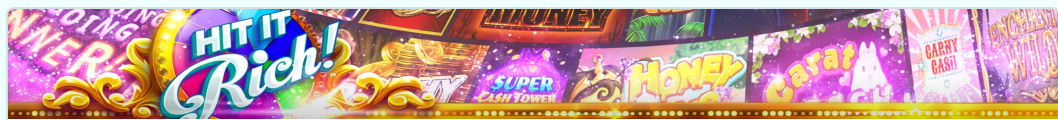
HIT IT Rich!

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 in the existing Flash tech stack, quickly ramping up on mobile development via the new Unity tech stack. Repeatedly and successfully delivered licensor feedback under tight deadlines on both platforms.

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

FARMVILLE 2

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.

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

FRONTIERVILLE

Quality Engineer on FrontierVille at Zynga from 2011 to 2012

• Created game feature test plans and led testing progression.

• Created award-winning inventory tooling used across other Zynga games.

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