

Amanda Wixted

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Austin, Texas.

Objective

I seek the opportunity to produce quality software that reflects my unique understanding and enthusiasm in the field of mobile game development.

Experience

Independent contractor meteorgrove.com Jan 2012 – present

- Developed iOS games for many clients
- Titles include: Maze Crusade, WELDER, National Geographic's DEEPSEA CHALLENGE, WELDER for Amplify Educational Games, Chariot Racer
- Often the sole architect and developer, at other times I was the engineering lead for small teams
- Worked on both clientside and serverside using a variety of languages and technologies: Objective-C, Swift, Cocos2D, Unity, C#, Javascript, Parse, AWS
- Consulted on hiring and company direction strategies

Hyperspace Inc [turf geography club](http://turfgeography.club) May 2011 – Dec 2011

Role: Co-founder and CTO

- Sole architect and developer on the iOS title "Turf Geography Club", a location-based alternate reality game
- Helped define and lead product direction
- Responsible for hiring and managing the engineering team
- Contributed to backend written in Ruby and Erlang
- Formed relationships with key investors

Zynga www.zynga.com October 2008 – May 2011

Role: Tech Lead on the iPhone Team

- Led the 6-person client side development team for FarmVille on iPhone
- Wrote an asset converter tool to turn Flash MovieClips into animated PVR compressed textures
- Led development on the iPhone version of Mafia Wars on a tight 7 week concept-to-1.0 schedule
- Worked on Live Poker, both client and server side. Implemented an SMS friend connect process using PHP and MySQL.

Role: Network Operations / Release Engineering / Feature Programmer for PetVille

- Helped design and continually improve the build system for PetVille, a Flash/PHP game on Facebook
- Set up Nagios for monitoring the cluster. Provisioned production boxes in EC2 for a smooth launch and smooth scaling in the ensuing fast-growth months.

Namco Networks America, Inc., www.namcogames.com May 2007 – August 2008

Role: Lead Programmer on Pac-Man and Ms. Pac-Man for iPhone App Store Launch

- Led the development team in adapting games to the iPhone platform
- Designed and implemented several novel gameplay control schemes

Role: J2ME Game Developer for game: Namco Arcade Golf

- Designed and implemented several parts of the game including the menu system, sound engine, and a level editing format for mini-games

Octopi Inc., www.octopi.com June 2005 – January 2007

Role: Developer / Artificial Intelligence System Designer on PoxNora—An online fantasy style turn-based strategy game

- Designed and wrote the artificial intelligence—a goal-oriented hierarchical system that generates a weighted tree of possible moves for each dynamic agent group

Role: Technical Lead / Developer for the SNAP Mobile—Multiplayer mobile platform

- Led the 5-person development team in creating ten Java games using Nokia's SNAP Mobile API for over 50 mobile devices
- Solely designed and wrote the game JellyPOP
- Helped design and implement the proprietary core API "Octoplex" which enabled the swift development of our mobile games and included UI, graphics, sound, and font modules

University of Arizona, Computer Science Department, 2003 – 2005

Role: Section Leader (Undergraduate Preceptor / Teaching Assistant)

Courses: Intro to Computer Science, OO Programming and Design, Data Structures and Algorithms

- Planned and led weekly class discussion sections
- Helped to design and grade projects and exams, and create lecture presentation slides
- Assisted students individually with programming and theory questions in the computer lab

Invited Talks

SXSW Interactive (Panelist), Austin, March 2012

Stevenson Symposium, Pebble Beach, March 2012

Code Conf, San Francisco, April 2011

360iDev iPhone Developer Conference, Denver, October 2009

Girl Geek Dinner, San Francisco, June 2009

Education

BS in Computer Science, Minor in Linguistics

University of Arizona, Tucson, AZ. Graduated May 2005

Skills

- Most of the iPhone games I've worked on have been in the Top 10 Free Apps on the App Store. One remains in the Top 10 Free Apps of all time.

- Experienced in developing games for the iPhone platform and the J2ME platform
- Fluent in Objective-C, Swift, Javascript, Java, C, C#, PHP, Bash, ActionScript
- Technologies: iOS SDK, Cocos2D, Unity, Hudson, RightScale, Amazon's AWS, Memcache, MySQL, Nagios
- Up for any challenge. Short deadline? Unfamiliar language or platform? No problem.
- Passionate about creating entertaining and addictive games

Links to shipped titles

iTunes App Store: [Maze Crusade](#), [Chariot Racer](#), [WELDER](#), [Deep Sea Challenge](#), [FarmVille](#), [PAC-MAN](#), [Ms. PAC-MAN](#), [Live Poker](#), [Mafia Wars](#), [Street Racing](#), [Vampires: Bloodlust](#), [Scramble](#)

Web: [PetVille](#), [PoxNora](#), [JellyPOP \(J2ME\)](#), [Sudoku \(J2ME\)](#), [PAC-MAN Arcade Golf \(J2ME\)](#)