





# IAN SNYDER

## Lead Engineer

-  [Portfolio](#)
-  [LinkedIn](#)
-  [GitHub](#)
-  [iansnyder@gmail.com](mailto:iansnyder@gmail.com)

### Game Dev

- Unity: C#
- Unreal: C++
- Godot: GDScript
- Switch, Xbox, Steam, Epic
- iOS and Android
- Client/Server Networking
- Visual Scripting
- PlayFab
- Perforce & Git
- Substance Suite

### Leadership

- Agile Project and Team Management
- Enterprise Mentorship & Education

### Certifications & Awards

- Unity Certified Instructor
- Unity Certified Professional Programmer & Artist
- Winning Entry  
*Dreamhack Austin*
- Team MVP  
*NCSOFT*
- 1st Place  
*MIGS Battle of the Studios*  
*7 hour game jam*

### Education

May 2008

**B.S. Mathematics**  
**Minor in Art & Design**  
*Texas State University*  
– San Marcos, TX

### Profile

I've been a game developer for over 15 years, with extensive gameplay programming and design experience in Unity and Unreal. I've shipped 9 games as an indie developer and at large studios, and I've provided advanced technical consultation for AAA studios.

My specialties are creating rapid prototypes and optimization. I confidently lead cross-disciplinary teams because of my skills in all aspects of game development.

### Professional Experience

February 2024 – Present Full-time Remote

#### Lead Unity Gameplay Engineer - PLAYA3ULL GAMES

- Currently leading a team of developers to create an online MP TCG with direct reports, hiring responsibilities, contracts, project management, etc.
- Responsible for project architecture, Client/Server network programming, backend development, PlayFab Linux server containerization and deployment

August 2017 – May 2024 Omaha, NE

#### Lead Faculty of Game Dev - Metropolitan Community College

- Led collaborative VR/AR project for public exhibit at the Kaneko art gallery
- Coded multiple Unreal VR projects with HDR, a multinational architecture firm
- Developed a Unity C# app for the Microsoft HoloLens

November 2019 – Present Contract

#### Trainer for North America - Unity Technologies

- Led dozens of advanced training workshops for AAA and indie game studios, and AEC clients covering C# programming, physics, memory management, Addressables, optimization, debugging, writing readable maintainable code, etc.
- Taught rapid prototyping techniques using C# and Unity
- Led trainings and provided technical support for enterprise partners

January 2018 – Present Self-employed

#### Founder & Gameplay Engineer - Studio Nisse

- Developed and published Skycadia, a physics-based flying sim for Nintendo Switch, Xbox Series X|S & One, and Steam using best engineering standards
- Engineered online feature functionality for all platforms
- Optimized to support a wide range of platforms
- Trained and mentored over a dozen interns in all aspects of game development
- Other projects: *UE5 Vehicle Game*, *Tactics Game Template*, *Dreadmark Racing*, *Brownie: Spirit of the Woods*

2016 – 2017 San Mateo, CA

#### Senior Game Designer - NCSOFT

- Overhauled design of combat system: overall vision, programmed rapid prototype in C#, UI, and systems

2014 – 2016 Las Cruces, NM

#### Lead Faculty of Game Development - Doña Ana Community College

- Programmed a VR application used for pain management in healthcare
- Started the Crytek VR First lab, the first community college location in the world
- Programmed VR experiences with Virgin Galactic

2008 – 2014 Montreal, QC

#### Game Designer and Lead Environment Artist - Gameloft

- Gangstar Vegas, Asphalt 7: Heat, Gangstar Rio, Asphalt 6: Adrenaline, Dungeon Hunter 2, GT Racing: Motor Academy