

Clarky Lee

Passionate about game development and joyful experiences.

Software Engineer with 14+ years of game development and game systems experience and 3+ years of management experience. Quick to learn and utilize new technologies, and proficient in reverse engineering and debugging. Passionate about creating unique, interesting player experiences. Seeking opportunities to combine technical expertise with creative problem solving.

EXPERIENCE

Monumental, Austin, TX — Game Developer & Engineering Manager

JANUARY 2021 - PRESENT

- ❖ Built turn based combat, abilities and status effects systems.
- ❖ Built CCG battle animation system in collaboration with animators/VFX artists.
- ❖ Created custom Unity multi-provider (OAuth, email) authentication package.
- ❖ Implemented various game and diagnostic features and enhancements on both frontend and backend.
- ❖ Provided constructive code reviews for peers at the technical and feature design level.
- ❖ Writing and reviewing tech and feature specs.
- ❖ Documenting and researching systems and code of acquired games.
- ❖ Collaborating with senior leads in product, QA, art and design departments.
- ❖ Coaching engineers with game development best practices.

Zynga, Toronto, ON — Sr. Software Engineer & Engineering Manager

JULY 2011 - NOVEMBER 2020

- ❖ Across multiple mobile game projects, shipped various client features in full development lifecycle (from design to post-release support).
- ❖ Cross-disciplinary collaboration with product, QA, art, UX teams.
- ❖ Recruiting and leveling up a small engineering team including interns.
- ❖ Writing and reviewing tech specs.
- ❖ Continual team process and pipeline improvements.

EDUCATION

University of Waterloo, Waterloo, ON

SEPTEMBER 2006 - MARCH 2011

Bachelor's in Computer Science with Software Engineering Option

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 [Website Portfolio](#)
 [LinkedIn](#)



SKILLS

Unity
Godot
Android
iOS
Node.Js
HTML/CSS
Docker
Git
Debugging
Relational Databases
REST APIs
Animations
Audio

LANGUAGES

C#
Java
JavaScript
Kotlin
Objective-C
PHP
Python
Swift

HOBBIES

Taekwondo
Karate
Sumo Wrestling
Longboarding
Indie Game Development
Board Games
Logic Puzzle Toys
Piano

PROJECTS

Nickelodeon Card Clash — (*Monumental*, 2024)

Built card abilities and status effect systems, and battle animation framework. Architected and implemented in-game event custom abilities system. Added player authentication flows.

Dragon Court: Revived — (*Penguin Chilling Games*, 2023)

Reverse engineered and maintained a custom server to run an abandoned Java Applet online browser RPG. Decompiled and deobfuscated original game client to make quality of life and balance changes. Designed and implemented 2 expansions with new content and features.

Little Alchemist: Remastered — (*Monumental*, 2022)

General maintenance mode support. Integrated and reworked new player authentication system and flows.

Mythgard — (*Monumental*, 2021)

General maintenance mode support. Improved analytics and diagnostic systems.

Storm Wars (Remaster) — (*Monumental*, 2020)

Created new battle gameplay and animation system using legacy card data (and new visuals and animations) in collaboration with an animator. Designed and built localization framework. Rebuilt various game screens with new UI/UX designs.

Boggle With Friends — (*Zynga*)

Implemented experimental growth and monetization features. Architected and built new game modes.

Chess With Friends — (*Zynga*)

Built a visually reworked iOS SKU. Implemented experimental growth and monetization features. Integrated Universal Chess Interface (UCI) protocols with swappable Chess AIs like Arasan and Stockfish.

Mafia Wars (Remake) — (*Zynga*)

Implemented various social features on the client: friends and alliances management, and 1:1, alliance and global chats.

Draw Something 2 — (*Zynga*)

Implemented Instagram-like social feed features on the client, including likes, shares, and comments.

Dream Zoo — (*Zynga*)

Various Android client features and general UI implementation. General maintenance mode support after launch.