



Clarky Lee

Engineering Manager

Profile

Software engineering manager always looking for self-improvement, with 2+ years of engineer management experience and 9+ years of software development experience. Dedicated to leveling up engineers and guiding a project to success with my experience in full development life-cycles across several mobile games, and collaborating with other disciplines.

Employment History

Engineering Manager at Zynga, Toronto

January 2019 — Present

Working with a small group of software engineers over 2 game teams:

- Coaching and growing their skill sets and providing paths for career growth
- Recruiting and leveling up the team - Writing tech specs and participating in development efforts alongside them
- Identifying complications or hurdles in the team/game pipelines and making improvements
- Collaborating across other teams and disciplines

Senior Software Engineer at Zynga, Toronto

July 2013 — December 2018

Working in agile-like processes to ship game client updates for several mobile game projects

- Full development life-cycle: design, implementation, testing, release & support
- Coordinating feature experimentation
- Reacting to game metrics and app health analysis
- Working with product management to realize their vision
- Recruiting and mentoring interns

Software Engineer at Zynga, Toronto

July 2011 — June 2013

Working under senior staff direction across a few mobile game projects

- Feature implementation
- Feature iterations
- Bug fixes and patches

Education

Computer Science with Software Engineering Option, University of Waterloo, Waterloo

September 2006 — April 2011

References

References available upon request

Details

Mississauga, Canada, +1

(647)-823-8395

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Skills

Android Development

iOS Development

Unity

ReactiveX

GitHub

Java

Kotlin

Objective-C

Swift

C#

JavaScript

Ruby

Hobbies

Karate, Sumo, Longboarding,
Gaming, Music Production