

# Kevin Watters

## game designer / senior software engineer

full-stack polyglot startup veteran

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## Experience

### Zero Days VR (<https://www.sundance.org/projects/zero-days-vr>) (2017)

#### **Technical Artist and Game Programmer**

Designed and developed generative systems for major characters in a Sundance-featured VR documentary.

### **WILD** (<http://www.builtbywild.com>) (2016)

#### **Unity C# Engineer, Freelance**

Built custom shaders, optimized performance, and built experiences for an augmented reality contract for a major corporation.

### **Floodwatch** (<http://floodwatch.o-c-r.org>) (2015)

#### **Senior Software Engineer, Freelance**

Helped the Office for Creative Research in NYC build out Flask/Python infrastructure and a Javascript Chrome extension frontend for Floodwatch, their online-privacy-rights tool for fighting back against aggressive ad tracking.

### **Vessel** (<http://vessel.com>) (2013-2014)

#### **Senior Software Engineer**

Fifth employee and second engineer in well funded video startup taking on YouTube in the independent short-form video space. Built AWS infrastructure, web services, and front-end client code for a large-scale video streaming site in months, using Python, Flask, ffmpeg, coffeescript, and ReactJS.

### **Roadmap WebGL Interactive Presentation Framework** (2013)

Created an interactive 3D experience for a client presentation on their history and roadmap with Javascript and ThreeJS.

### **Game Engineering Contract Work** (2013)

Working in tandem with a game designer, engineered from scratch a prototype of a card battle game, using Lua and the MOAI game engine.

### **Tagged, Inc.** (2011-2012)

### **Senior Software Engineer, DevTools**

Worked in an internal strike team with Python, NodeJS, and PHP to bootstrap and provide tools and leadership for continuous delivery and TDD within the larger engineering organization.

### **Senior Software Engineer, Games**

Spearheaded modern and lean Javascript with a homebrewed framework sharing code between the client and server, along with a highly scalable PHP backend, to deliver a social game to millions of users in record time-9 1/2 weeks.

## **Digsby (2008-2011)**

### **Software Engineer/Startup Generalist**

Joined the startup Digsby (<http://www.digsby.com>) at its inception, and worked with 6 others to develop a multiprotocol social networking and instant messaging desktop client from scratch.

Gained extensive Python and C++ experience delivering a new Windows WebKit port embedded in a highly usable and functional desktop app to hundreds of thousands of users.

## **Education**

Rochester Institute of Technology

BS in Computer Science, Mathematics minor, May 2008

*References available upon request.*