

# OWEN LAYTON

## SOFTWARE ENGINEER

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OWEN.LAYTON.DEV@GMAIL.COM | [WWW.LINKEDIN.COM/IN/OWEN-LAYTON-185479190](https://www.linkedin.com/in/owen-layton-185479190)

Open to in-office work, relocation, and remote work

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### Experience SOFTWARE ENGINEER

**Mythical Games | August 2022 – February 2026**

**NFL Rivals (iOS, Android), Pudgy Party (iOS, Android)**

- Extended and maintained the studio's UI System, contributing to Audio, UI, Editor Tooling, and feature flow systems.
- Owned frontend implementation, flow architecture, data integration, and onboarding/tutorial logic across major features.
- Designed and implemented end-to-end retention and monetization features, including Reward Calendars, Chained Offers, and Achievements.
- Took ownership of high-traffic end-to-end game features, driving iterative improvements to functionality and performance
- Implemented feature flag systems and supported cohort-based A/B testing for LiveOps experimentation.
- Built internal backend admin and monitoring tools for real-time player data and operational management.
- Led performance profiling and optimization efforts in Unity to improve load times and runtime performance on mobile devices.
- Investigated and resolved live production issues, implemented hotfix-ready changes, and performed safe feature and player data migrations within a live-service environment.
- Collaborated closely with design, 2D/3D art, audio, and QA; contributed to UX flow improvements.
- Developed real-time audio systems spanning UI and gameplay contexts, building responsive soundscapes that react dynamically to player input and game events.

### JUNIOR SOFTWARE ENGINEER

**Oakhouse Software | June 2021 – July 2022**

- Developed Java-based applications spanning 3D engine experimentation, machine learning prototypes, web systems, and game development (including Roblox projects), working independently across multiple technical domains.
- Gained early exposure to C++, Irrlicht engine integration, Apache Spark, OpenStreetMap APIs, MySQL databases, JavaScript, and iOS tooling (Xcode).

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### Skills

#### LANGUAGES

C#, Javascript, Java

#### TECHNOLOGIES

Unity, Node, PostgreSQL, MySQL, Git, Handlebars, Beamable, Playmaker

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### Education

#### UNIVERSITY OF SUSSEX

**MA in Music and Sonic Arts 2019-2020**

**BA in Music Technology 2016 -2019**

A-Levels in Maths, Physics, Music Technology

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