

OWEN LAYTON

SOFTWARE ENGINEER

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

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).

Skills

LANGUAGES

C#, Javascript, Java

TECHNOLOGIES

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

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
