

# Reuben Dunnington

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## Objective

Discover needs, own problems, empower teammates, iterate quickly, and ship profitable software.

## Experience

### ***Halo: Infinite (Unreleased)***

***Jan 2018 to Present @ 343 Industries***

- Owned discovering problems and implementing solutions needed to spin up a new third party studio, including optimizing core asset pipeline tools to be usable in the external environment.

### ***Dragonstone: Kingdoms (iOS, Android)***

***April 2016 to Nov 2017 @ Ember Entertainment***

- Discovered and executed CPU and memory optimization opportunities in client code, including a new custom Lua memory profiler and content tools that shaved over 40% of overall memory usage and cut load times in half.
- Designed and implemented NoSQL-based systems capable of unlimited horizontal scaling in a live environment.
- Created an automatic server-based hot-reload system for Lua to enable teammates to iterate more quickly.
- Mentored junior engineers, increasing their independence and spreading knowledge of in-house systems.

### ***Scribblenauts Fighting Words (iOS)***

***June 2015 to Mar 2016 @ 5TH Cell Media***

- Directed engineering development from inception through closed beta with excellent KPIs, resulting in an external evaluation projection of \$30 million gross revenue over 1 year.
- Co-designed and integrated data analytics and A/B testing solutions in collaboration with publisher requirements to discover, analyze, and resolve user experience problems and increase retention and revenue.
- Implemented many crucial game features including core loop battle system, UI prototypes, and data pipelines.
- Collaborated closely with designers on tutorial, iterating quickly on publisher feedback for greenlight milestones.
- Mentored remote engineer new to the project, providing feedback and building their connection with the team.

### ***Scribblenauts Unlimited (iOS)***

***Oct 2015 to Nov 2015 @ 5TH Cell Media***

- Gathered publisher requirements, implementing data analytics, ads, and in-app messaging.

### ***Onyx Engine (PC, Xbox One, iOS)***

***July 2013 to June 2015 @ 5TH Cell Media***

- Integrated Scaleform's full technology stack including custom renderer, ActionScript interop, and input on multiple platforms to meet milestone requirements, gameplay programmer needs, and UX design aspirations.
- Invented a custom localization solution, streamlining designer workflows while reducing localization costs.

### ***Scribblenauts Unmasked (WiiU, 3DS, PC)***

***Sept 2012 to July 2013 @ 5TH Cell Media***

- Added and polished features on engine and gameplay systems, optimizing the game on 3DS to run at 30 FPS.
- Owned and improved designer tool workflows, even fixing an "impossible" bug that cost countless man-hours.

### ***Scribblenauts Unlimited (WiiU, 3DS, PC)***

***Mar 2012 to Sept 2012 @ 5TH Cell Media***

- Implemented features, fixed bugs, and improved stability for a critical E3 demo a month after joining the team.
- Closely collaborated with artists to realize their UI vision throughout the game on multiple platforms.

### ***Canceled Mobile Title (iOS)***

***March 2011 to Mar 2012 @ 5TH Cell Media***

- Implemented gameplay features and designer-oriented editing tools that tightly integrated with Unity.

### ***Drawn to Life: Collection (DS)***

***May 2010 to Aug 2010 @ 5TH Cell Media***

- Independently brought the entire project from inception to ship within two months.

## Education

B.S. in Computer Science

*May 2011 @ Digipen Institute of Technology*

## Professional References

Caleb Arseneaux	Managing Producer	(707) 277-1753	calebarsen@gmail.com
Michael Uziel	Lead Character Artist	(206) 240-2565	mike.uziel@gmail.com
Sam Paul	Senior Software Engineer	(425) 218-1384	sam.paul.dev@gmail.com
Brandon Godfrey	Senior Designer	(425) 681-3172	brandonjgodfrey@gmail.com