

# Kevin Stich

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## Profile

Solution-focused programmer with experience leading teams from ideation through release and continued development. Skillful in creating reusable and custom software at significant scale. Capable of coordinating across multiple studios and development groups.

## Experience

VP of Production, Synapse Games; Chicago, IL — 2010 - Present

*Animation Throwdown — Lead Server Engineer — Nov 2014 - Present*

Directed efforts to build scalable PHP game server software in preparation for millions of daily users. Optimized and implemented product features with design, testing, and customer service support. Guided multiple studios through development to ensure project and feature completion.

*Tyrant Unleashed — Project Lead — Dec 2012 - June 2015*

Led a team of ten in developing the company's most successful game. Coordinated efforts and oversaw scheduling across disciplines for continued content releases. Made feature and purchasable content decisions guided by user behavior analytics. Worked with publisher and other partners to make the game available on four mobile and web platforms.

*Other Projects*

Explored other programming languages, database technologies, and infrastructure tools. Designed and implemented a custom data collection interface. Developed extensible solutions for mobile, web, and standalone platform requirements in-app-purchasing systems.

## Skills

PHP, SQL, Javascript, Scala, Ruby, and Java language experience.

jQuery, Bootstrap, and Wordpress development experience.

HHVM, MySQL, memcached, Docker, Atom, AWS, and Eclipse software experience.

macOS, Ubuntu, and Windows operating system experience.

## Education

DePaul University, Chicago, IL — 2011 — Bachelors Degree in Computer Science, Minor in Game Programming

References available upon request.