

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

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

Tyrant Unleashed - Project Lead

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 platforms and 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.