

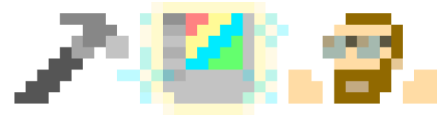
SIMON

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Lead Programmer and Game Designer with 12+ years of experience building games and ed tech software that adapts to users. Also, a school teacher in 3 countries with 9+ years of experience.

Summary: Passionate, agile lead developer and educator known for creating mobile/web content. Experienced at leading international teams with varying skill levels to deploy dependable, testable, responsibly structured code with good documentation. I love documentation.

Favorite Tools: C#, JS/TS, Unity, Lua, Python, React, Node, AWS, Photoshop, Audacity, Wordpress

Lead Engineer, Casino Team, DraftKings (Full Time, 2021-Current, Fully Remote):

- Lead four other developers and created Agile sprints which organize their work.
- Developed and launched DraftKing's first online multiplayer game client, Electric Poker.
- Planned and executed an effort to refactor a proprietary game engine based on **Three.js**.
- Lead the team in a transition to building games in **Unity 3D**. Implemented a modular Unity GDK.
- Ran the weekly operational review, which produced work based on analytics/observability data.
- Ran/documented team code reviews, architecture pods, and a game-making club after hours.

Game Team Lead, Studycat Limited (Full Time, 2014-2021, Taiwan):

- Published *Fun English* and 9 other apps on iOS and various Android platforms.
- Lead a team to redesign the app and its 38 game engines into a narrative adventure. As the student plays, the game delivers individual learning outcomes to parents.
- Devised phonics and writing curriculums. Developed 10 unique game engines to teach them.
- Adapted every game to be multiplayer, with a live scoreboard, via socket connections.

Founder, Catlard Studios (Part Time, 2013-Present, US and Taiwan):

- Publishes *The Living Room* on iOS and Google Play in 11 languages. 4 new games have been released since 2019, and 3 more games are currently in beta.

Freelancer, various clients (Part Time, 2013-2020, Australia and Taiwan):

- Published *Taller Or Shorter*, a quiz app on android and iOS which uses **video ads** to monetize.
- Created *Generata*, an **AR** project which designs and animates procedural origami in 3D.

Teaching Experience:

- **Instructor, Peanuts Programming School (Taiwan)**. Designed, advertised and taught a Unity 3D camp with sixty hours of instruction for 10-year-olds. Packaged for re-use by future teachers.
- **Public school teacher** in New York, Taiwan and Australia for 2+ years each.



Education:

GD in Interactive Media (RMIT Melbourne)
MA in English Education (CUNY Brooklyn)
BA in Literature and Creative Writing (NYU)

Interests:

Self-publishing childrens' books
Table Tennis, Chess, Chinese
Game Jams, SSBU, Slay The Spire, Valorant