

Stormy Emery

Nearly a decade of Unity experience shaping mobile games from concept to live service. Expert in feature development, performance optimization, and issue resolution. Collaborative, independent, and eager to master new technologies.

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EXPERIENCE

INK Games, Austin, TX — Senior Software Engineer

AUGUST 2021 - PRESENT

Brought on to work on a mobile version of the [INKPAY App](#) and then transitioned to working on the mobile game [Prize Kingdoms™](#), which I helped launch and continued to support and develop as a live game.

- Developed and maintained First Time User Experience for the Prize Kingdoms™ game
- Reviewed Pull Request for both client and server to ensure code quality and standards
- Led strike teams for feature development, making sure everyone involved in the feature has what they need to do their jobs and keep things moving forward
- Developed full stack features (using Unity, C#, .NET, MongoDB), by creating detailed Technical Design Documents, following best practices, and keeping open communication between teammates
- Helped with a major rewrite/refactor of Prize Kingdoms™ to adhere to MVC principles and to make use of dependency injection to reduce error rates and improve game stability
- Analyzed analytics data stored in Amazon Redshift and performed queries to assist live operations
- Investigated and fixed bugs both independently and with other Engineers
- Integrated and worked with several different 3rd party plugins/packages

SciPlay, Austin, TX — Software Engineer

OCTOBER 2016 - JULY 2021

Started off supporting a legacy version of [Gold Fish Casino Slots](#) before moving to the Client Engineering team on [MONOPOLY Slots](#).

- Feature development, mainly focused on client work in Unity using C#. Worked on a couple server projects using PHP
- Core game systems maintenance and refactoring
- Integrating 3rd party SDKs and performing Unity upgrades

SKILLS

Unity | C# | Python | Git |
MongoDB | SQL | Mobile
Games | iOS | Android | APIs |
Jira | Jenkins | Debugging |
Optimization | Software
Architecture and Design | Full
Stack Game Development |
Tool Integration | Game
Development | Adaptability

EDUCATION

University of Texas, Austin— *Bachelor of Science in Computer Science*

May 2016

University of Texas, Austin — *Games and Mobile Applications Certificate*

May 2016