José M. Nieves

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SUMMARY

Versatile Senior Software Developer with a comprehensive understanding of the software development lifecycle, underpinned by a specialization in interactive entertainment. Demonstrated expertise in backend and client development, AGILE/SCRUM methodologies, process improvement, and system design. Fluent in English and Spanish, with a proven record in effective cross-functional and international collaboration.

EXPERIENCE

| **2022 – Present** | **Airship Syndicate** | **Austin, TX (Hybrid)** |

Senior Programmer

- Responsible for integrating Game Systems into easy to access modules for the UX team to consume for the game Wayfinder
- Coordinated with our publisher to design and create the commerce and in-game store and Battle Pass systems.
- Collaborated with the engineering team on best practices, style, and providing code reviews for every change list submitted during the project's lifespan.

Key Technologies: Unreal Engine, C++, Widgets, Blueprints, Datatables, Perforce, Jira, TeamCity

| **2021 – 2022** | **Wicked Realm Games (Tilting Point)** | **Remote** |

Senior Game Engineer

- Supporting LiveOps team of Star Trek Timelines.
- Maintaining and improving weekly content deployment pipelines.
- Collaborating with a global remote team to deliver improvements, new features and content in a weekly basis.
- Upgraded SDKs in Unity for 3rd party plugins including Ad SDKs, Payment SDKs and even performed Unity Engine upgrades.
- Transitioned team from Perforce to GitHub.

Key Technologies: Unity 3D, C#, Ruby, AWS, SQL (relational databases), GitHub, Perforce, Jira, Jenkins

| **2016 – 2022** | **Tricky Fast Studios** | **Remote** |

Senior Software Developer

- Partner with stakeholders throughout the product lifecycle to plan, develop, improve, and launch new interactive entertainment software for use in mobile and PC devices.
- Integrated a client site API that allowed users to manipulate smart house equipment (light bulbs, doors, irrigation systems, and cameras) with a TvOS app using Unity 3D as the frontend.
- Designed and implemented multiple REST API's on .Net, .Net Core, and Node.js to improve interactive gameplay, including an implementation of a master server using AWS, Docker, and GitHub CI tools to enable players to store and share current active games with their peers.
- Contributed to the development and improvement of several projects including Twitch Sings, Star Trek Timelines, Poptropica, and other unreleased titles.

Key Technologies: Unity 3D, C#, Ruby, AWS, SQL (relational databases), Mobile Dev, Node.js, GitHub, Jira, Jenkins

2013 – 2016   **Independent Contractor**   **Remote**

Senior Software Developer

- Collaborated with clients to define features and scope for various mobile games using Unity3D.
- Partnered with the Quality Business Process Team at AMD to help create a series of REST API's and applications to improve the collection of factory output data and aid key decisions makers in process improvement and yield optimization projects.
- Designed and implemented applications and reports for AMD management team to monitor quality of items, improve processes, and reduce costs.

Key Technologies: .Net, C#, SQL (relational databases), Mobile Development, Node.js, GitHub, Jira, Jenkins

2012 – 2013   **Brinker International**   **Dallas, TX**

Web Developer

- Maintained and improved web applications and customer-facing sites developed in ASP.Net SQL Server.
- Led all database updates for the Chili's restaurant chain, coordinating weekly with management and QA teams to manually process changes to local, regional, and global menus for the brand; wrote and tested scripts before deploying new data into production.
- Assessed inter-departmental web applications by collaborating with users to determine updates, mergers and web applications that needed to retire.

Key Technologies: .Net, C#, SQL, IIS

2008 – 2010   **National Life Group**   **Dallas, TX**

.Net Developer

- Created and implemented SSIS Packages, ad-hoc SQL Queries, C# web applications and improved SQL Server performance for several applications.
- Designed and created an application to manage letters sent to customers, which allowed active directory authenticated users to create, design and schedule printing jobs.
- Developed a portal to set up user permissions acquired from active directory, to allow corporate users access to the in-house web applications.

Key Technologies: .Net, C#, SQL. IIS

EDUCATION

Interamerican University of Puerto Rico   **San Juan, Puerto Rico**

Master of Science, Computer Information Systems

University of Puerto Rico   **Arecibo, Puerto Rico**

Bachelor of Science, Computer Science

Southern Methodist University   **Dallas, Texas**

Master's Certificate in Video Game Development