

RICHARD SKALA

SENIOR SOFTWARE ENGINEER

CONTACT

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PROFILE

Seasoned and passionate Software Engineer with multiple years of expertise in creating immersive and innovative gameplay experiences across a breadth of code-bases, languages, and disciplines, with focus on Unreal Engine, C++, Unity, and C#.

SKILLS

Programming:

Unreal Engine, C, C++, Unity, C#,
Object-Oriented Programming,
Objective-C, iOS, ActionScript,
Python, Bash & PowerShell
scripting, Kotlin.

Operating Systems and Tools:

Windows, Visual Studio, Mac
OSX, Xcode, iOS (iPhone & iPad),
Android, Git, GitHub, SVN, Jira

EDUCATION

BACHELOR OF SCIENCE IN COMPUTER SCIENCE - MINOR IN MATHEMATICS

Loyola University | Chicago, IL

IOS APPLICATION DEVELOPMENT COURSE

University of California Irvine |
Irvine, CA

EXPERIENCE

SENIOR SOFTWARE ENGINEER

Nov 2017 – Jan 2024

Wonderstorm | El Segundo, CA

- Shipped Title: **The Dragon Prince: Xadia** (iOS, Android, PC)
- Implemented various client-only and full-stack game features using Unreal Engine 4 (C++ & Blueprints) and Pragma Platform (Kotlin), such as player offscreen indicators, design-support tools, post-login message-of-the-day, interactive music, and mission selection requirements.
- Created UE4 Build and Continuous Integration System using TeamCity, Docker, AWS, Python, and shell scripting.
- Lead implementation, provisioning, and deployment of original touch-based mobile Action RPG prototype on iOS using Unity C#, allowing the project to receive continued funding from investors.

OWNER / LEAD PROGRAMMER / LEAD DESIGNER

Oct 2009 – Apr 2018

Pixel Vandals, Inc. | Costa Mesa, CA

- Shipped Titles: **Vine King** (iOS), **Jump Rope Boy / Jump Rope Girl** (iOS, Android)
- Lead all programming on Vine King using Torque2D C++ for iOS with a team of 3, achieving thousands of downloads with review scores of 4/5 stars from Touch Arcade and 4.5/5 from iFanzine.
- Lead all design and gameplay programming on Jump Rope Boy, a freemium ad-supported game for iOS and Android using Unity C#, leading to tens of thousands of downloads.

SENIOR SOFTWARE ENGINEER

Nov 2016 – Aug 2017

MVP Sports | Malibu, CA

- Shipped Titles: **Basketball Rivals** (iOS), **Super Basketball Royale** (iOS)
- Collaborated with a team of 6 developers to ship two highly-rated iOS games within 7 months.
- Solely implemented all user interface, player customization, and menus using Unity and C#.

SENIOR SOFTWARE ENGINEER / IOS PROGRAMMER

Nov 2011 – Aug 2016

Playtika Santa Monica (formerly Buffalo Studios) | Santa Monica, CA

- Shipped Titles: **Bingo Rush** (iOS), **Bingo Rush 2** (iOS, Android), **Bingo Blitz Slots** (iOS, Android, Web)
- Lead development and completed Bingo Rush using native iOS Objective-C & C++ in 7 months with a team of 4, achieving #1 ranking on Casino iOS.
- Implemented all iOS app store provisioning and in-app purchasing, allowing Bingo Rush to consistently generate over \$5K/day long after release.

PROGRAMMER

Oct 2005 – Oct 2009

Savage Entertainment | Los Angeles, CA

- Shipped Titles: **Medal of Honor: Vanguard** (PS2), **Scooby Doo: Who's Watching Who** (PSP), **Transformers: Revenge of the Fallen** (PSP), **Rock Revolution** (PS3), **Wall-E** (PSP)
- Generalist programmer on multiple projects across multiple platforms using C++.
- Gained experience by working on many types of features on multiple games, such as UI, level scripting, player customization, weapon upgrade systems, mini-maps, and general bug-fixing & optimization.

SENIOR LEVEL SCRIPTER

Jul 2002 – Oct 2005

Shiny Entertainment | Newport Beach, CA

- Shipped Titles: **The Matrix: Path of Neo** (PS2), **Enter the Matrix** (PS2)
- Designed and scripted multiple game levels using C++ and in-house engine & level editor.
- Dedication to fun, quality level design led to 3 of my levels being solely selected for the Enter the Matrix publicity event.
- Worked closely with designers, artists, and animators to deliver bug-free, highly polished levels with 8M+ combined sales.