

Kyle Roucis

Software Engineer — Mobile Specialist — Game Designer

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TECHNICAL SKILLS

Programming Languages:

Swift, Objective-C, Elixir, JavaScript ES6, CSS, HTML, C, C#, C++, Java, Python, Ruby, Lua

APIs, Libraries, and Development Environments:

iOS SDK, UIKit, SpriteKit, GameplayKit, Phoenix Framework, CoreGraphics, CoreData, Android SDK, Android NDK, Unity3D, Xcode, Interface Builder, MonoDevelop, SQL

EXPERIENCE

Vulcun, Inc.

Generalist Engineer

- Architect and build a real-time chat application, suited for embedding in websites.
- Provide features and support for the new chat application.
- Create admin iOS app to manage chat application on-the-go.
- Architect and build an avatar system.

Jul 2015 - Apr 2016

San Francisco, CA

Elixir, Phoenix Framework, Ubuntu, AWS, JavaScript, HTML, CSS, Elixir iOS SDK, Xcode, Swift

Lead Mobile Specialist

- Architect and build VULCUN fantasy iOS mobile app from scratch.
- Manage and submit VULCUN fantasy app to iTunes Connect.

Swift 2, iOS SDK, Xcode, Core Data, iTunes Connect

Backflip Studios, Inc.

Apr 2013 - Jun 2015

Platform Engineer / Gameplay Engineer

Boulder, CO

- Architect and implement a cross-platform 3rd-party integration framework.
- Architect and implement custom build pipeline to facilitate CI-solutions and server-driven build builds.
- Manage 3rd-party dashboards and app support.
- Integrate 3rd-party SDKs and provide support for game teams using these frameworks.
- Integrate social features, implement new gameplay features, and assist in game design for *Spellfall*.
- Customize build pipeline for Unity projects.
- Bind and marshall data and functionality of cross-platform framework for use with Unity.
- Assist with cross-platform framework integration for upcoming title(s).

C++, Objective-C, Java, Python, Lua, Xcode, Unity3D, C#, Android SDK, Android NDK, iOS SDK

Machine Zone, Inc.

Apr 2012 - Feb 2013

Mobile Gameplay Engineer

Palo Alto, CA

- Implement client gameplay features and UI for *Game of War: Fire Age*. (Research, Watchtower, Mail, timer UI, etc.)
- Implement server logic and unit test for *Game of War: Fire Age*. (Server)
- Assist in company-wide integration of git and other tools.
- Assist in design and UI layout of new gameplay features.

Lua, C++, PHP, MySQL, Git

Dire Wolf Digital, LLC.

May 2011 - Aug 2011

Gameplay Engineering Intern

Denver, CO

- Implement gameplay mechanics for *Mystic Warlords of Ka'a*.
- Implement gameplay mechanics for unannounced project.
- Design and build Web-based tool suite to facilitate designers.

Scala, IntelliJ, HTML/CSS, MySQL

Freeverse, Inc.

May 2010 - Aug 2010

Gameplay Engineering Intern

Brooklyn, NY

- Integrate social features and gameplay mechanics for *WeBowl*.
- Design and implement gameplay mechanics for *Top Gun 2* mobile game.
- Update and submit *Warpgate* and *WarpgateFREE* for iOS 4.

Objective-C, C++, C, iTunes Connect

Zeitgeist Games (now ZeeGee)

Jun 2009 - Aug 2009

Gameplay Engineering Intern

Oviedo, FL

- Design and implement Japan AI and Looking For Group iOS mobile apps.
- Design and implement a Cocoa-based particle editor.
- Manage and submit multiple iOS apps through iTunes Connect.

Objective-C, C

EDUCATION

University of Colorado at Colorado Springs, Colorado Springs, CO – Class of 2011

- Bachelor's of Innovation in *Computer Science*
- Bachelor's of Innovation in *Game Design and Development*