

PAUL EWERS

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Summary

Accomplished software engineer and game developer with a history of building and shipping games. A team-oriented engineering professional with a multifaceted skill set comfortable in fast-paced environments.

Technical Skills

- C#, C/C++, Unity (PC, PS4, Xbox One, Mobile), iOS (Cocos2D), Flash, ActionScript 3, PHP, Git
- Gameplay, UI/UX, Graphics, Rapid Prototyping, Linear Algebra (3D Math)

Experience

Co-Founder & Developer June 2014 — Current

PolyKid — San Francisco, CA

- Co-Founded PolyKid, an indie game development studio and released Poi on PC, PS4 and Xbox One.
- Architected multi-platform (Steam, PS4 & Xbox One) TRC-compliant core systems for controller input, loading, cloud saves, achievements, leaderboards, user authentication and application management.
- Designed and implemented key gameplay systems, such as: a custom 3D character controller, enemy behaviors, camera logic, UI/HUD components, equippable items, custom shaders and editor tools.
- Collaborated with a small team of artists, animators and sound designers while pitching to publishers.
- Managed localization for 1,500+ lines of text into five languages to reach a global market.

Senior Software Engineer Nov 2012 — May 2014

Zynga — San Francisco, CA

- Led a pod of developers to accurately cost, develop and deliver key features on tight deadlines.
- Provided mentoring for new hires as well as performed technical on-site and phone interviews.
- Worked closely with product teams to reduce bugs and improve performance to increase revenue.

Software Engineer June 2010 — Oct 2012

Zynga — San Francisco, CA

- Started a company-wide tools initiative by prototyping the first content tools using Adobe AIR.
- Built the questing and tutorial systems for FarmVille 2: Country Escape and CastleVille Legends.

Software Engineering Intern Jan 2010 — May 2010

Torpex Games — Seattle, WA

- Worked with Scaleform to provide cutting-edge UI for Bejeweled Blitz LIVE on Xbox Live Arcade.

Independent Projects

Star Thief (iOS) — Designed 75 levels, built a procedural endless mode and created all art assets. 2013 — 2016

Honors & Awards

Finalist at Microsoft's \$100K Unity Game Developer Challenge 2017

Third Place at Slush Indie Game Championship (GDWC) 2016

Winner of \$25K Hidden Agenda Game Challenge 2010

Winner of United States Chess Championship 1998

Education

Bachelor of Science in Computer Science 2006 — 2010

DigiPen Institute of Technology — Redmond, WA

- Graduated with honors and a minor in mathematics