Amanda Wixted

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Objective

I seek the opportunity to produce quality software that reflects my unique understanding and enthusiasm in the field of mobile development.

Experience

Jumprope https://www.jumprope.com/ Oct 2018 - Present
> *Role: Senior Software Engineer*

- Technical lead on the iOS client for a small, scrappy startup, writing native Swift code
- Gained deep AVKit and CoreImage experience writing a video capture, edit, and playback tool

~ Four month art break ~

- Created a wall clock using a Circuit Playground microcontroller, a RTC chip, a rope of 120 addressable LEDs, a soldering iron, and a crocheted 22" diameter clock face
- Wrote and optimized the python code to drive and animate the LEDs

BEGiN https://learnwithhomer.com/ Apr 2017 - Apr 2018
> *Role: CTO*

- Led the technical direction across our multiple client and server platforms
- Responsible for hiring and managing the team of ~17 engineers
- Worked closely with the Product and Partnerships teams to facilitate cooperation and growth
- Implemented continuous delivery for backend, website, and two mobile platform products
- Introduced a strong culture of unit testing
- Successfully integrated two engineering teams during and after an acquisition

Independent contractor meteorgrove.com Jan 2012 – Apr 2017

- Developed iOS games for many clients
- Titles include: Homer Reading, Maze Crusade, WELDER, National Geographic's DEEPSEA CHALLENGE, WELDER for Amplify Educational Games, Chariot Racer
- Often the sole architect and developer, at other times I was the engineering lead for small teams
- Worked on both clientside and serverside using a variety of languages and technologies: Objective-C, Swift, Cocos2D, Unity, C#, Javascript, Parse, AWS
- Consulted on hiring and company direction strategies
- Sole architect and developer for a custom CMS solution for Homer Reading game, written in Node.js

Hyperspace Inc turf geography club May 2011 – Dec 2011
> *Role: Co-founder and CTO*

- Sole architect and developer on the iOS title "Turf Geography Club", a location-based alternate reality game
- Helped define and lead product direction
- Responsible for hiring and managing the engineering team
- Contributed to backend written in Ruby and Erlang

• Formed relationships with key investors

Zynga www.zynga.com October 2008 – May 2011
>   *Role: Tech Lead on the iPhone Team*

• Led the 6-person client side development team for FarmVille on iPhone
• Wrote an asset converter tool to turn Flash MovieClips into animated PVR compressed textures
• Led development on the iPhone version of Mafia Wars on a tight 7 week concept-to-1.0 schedule
• Worked on Live Poker, both client and server side. Implemented an SMS friend connect process using PHP, MySQL, and memcache.
• Created and led team to design and develop a reusable clientside module shared across many iOS games
>   *Role: Network Operations / Release Engineering / Feature Programmer for PetVille*

• Helped design and continually improve the build system for PetVille, a Flash/PHP game on Facebook
• Set up Nagios for monitoring the cluster. Provisioned production boxes in EC2 for a smooth launch and smooth scaling in the ensuing fast-growth months.

Namco Networks America, Inc., www.namcogames.com May 2007 – August 2008
>   *Role: Lead Programmer on Pac-Man and Ms. Pac-Man for iPhone App Store Launch*

• Led the development team in adapting games to the iPhone platform
• Designed and implemented several novel gameplay control schemes
>   *Role: J2ME Game Developer for game: Namco Arcade Golf*

• Designed and implemented several parts of the game including the menu system, sound engine, and a level editing format for mini-games

Octopi Inc., www.octopi.com June 2005 – January 2007
>   *Role: Developer / Artificial Intelligence System Designer on PoxNora—An online fantasy style turn-based strategy game*

• Designed and wrote the artificial intelligence—a goal-oriented hierarchical system that generates a weighted tree of possible moves for each dynamic agent group
>   *Role: Technical Lead / Developer for the SNAP Mobile—Multiplayer mobile platform*

• Led the 5-person development team in creating ten Java games using Nokia's SNAP Mobile API for over 50 mobile devices
• Solely designed and wrote the game JellyPOP
• Helped design and implement the proprietary core API "Octoplex" which enabled the development of our mobile games and included UI, graphics, sound, and font modules

University of Arizona, Computer Science Department, 2003 – 2005
>   *Role: Section Leader (Undergraduate Preceptor / Teaching Assistant)*

Courses: Intro to Computer Science, OO Programming and Design, Data Structures and Algorithms
• Planned and led weekly class discussion sections
• Helped to design and grade projects and exams, and create lecture presentation slides
• Assisted students individually with programming and theory questions in the computer lab

Invited Talks
SXSW Interactive (Panelist), Austin, March 2012
Stevenson Symposium, Pebble Beach, March 2012
Code Conf, San Francisco, April 2011
360iDev iPhone Developer Conference, Denver, October 2009
Girl Geek Dinner, San Francisco, June 2009

Education

BS in Computer Science, Minor in Linguistics
University of Arizona, Tucson, AZ. Graduated May 2005

Skills

• Most of the iOS games I've worked on have been in the Top 10 Free Apps on the App Store. One remains in the Top 10 Free Apps of all time.
• Fluent in Swift, Objective-C, Javascript, Bash, Actionscript
• Technologies: GraphQL, React-Native, AWS, AVKit,
• Proponent of automated testing
• Up for any challenge. Short deadline? Unfamiliar language or platform? No problem.
• Passionate about creating entertaining and addictive games

Links to shipped titles

iTunes App Store: [Jumprope](), [Homer Reading](), [Maze Crusade](), [Chariot Racer](), [WELDER](), [Deep Sea Challenge](), [FarmVille,]()
[PAC-MAN](), [Ms. PAC-MAN](), [Live Poker](), [Mafia Wars](), [Street Racing](), [Vampires: Bloodlust](), [Scramble]()
Web: [PetVille](), [PoxNora](), [JellyPOP (J2ME)](), [Sudoku (J2ME)](), [PAC-MAN Arcade Golf (J2ME)]()