

# Amanda Wixted

[amanda.wixted@gmail.com](mailto:amanda.wixted@gmail.com), [amandawixted.com](http://amandawixted.com)

---

## Objective

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

## Experience

**Zynga** [www.zynga.com](http://www.zynga.com) October 2008-Present

*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 and MySQL.

*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](http://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 several 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](http://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 swift 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: Introduction to Computer Science, OO Programming and Design, and 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

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. Received degree in May 2005

## Skills

- Each of the iPhone games I’ve worked on has been in the Top 10 Free Apps on the App Store. One remains in the Top 10 Free Apps of all time.
- Experienced in developing games for the iPhone platform and the J2ME platform
- Fluent in Objective-C, Java, C, PHP, MySQL, Bash, ActionScript
- Technologies: iPhone SDK, Cocos2D, Hudson, RightScale, Amazon’s EC2 and S3, Nagios
- 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: [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 \(J2ME\)](#)