

Amanda Wixted

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Maker of beautiful software. Leader of tech teams. Most of my iOS apps have been in Top 10 lists in the App Store.

EXPERIENCE

BEGiN, New York, NY — Chief Technology Officer

April 2017 - June 2018

HOMER is a learn-to-read program for children 2-8. We have clients on iOS, Android, and Web.

Led the technological direction across our multiple client and server platforms

Responsible for hiring and managing the team of ~15 engineers

Worked closely with the Product and Partnerships teams to facilitate cooperation and drive 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

Wrote a custom CMS from the ground up

Meteor Grove Software, Earth — Owner/Sole Engineer

January 2012 - April 2017, June 2018 - Present

Developed iOS games for many clients

Titles include: Learn With Homer, Maze Crusade, WELDER, National Geographic's DEEPSEA CHALLENGE, WELDER for Amplify Educational Games, Chariot Racer

Often the sole architect and developer, at other times 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

Hyperspace, Inc, New York, NY — Co-founder and CTO

May 2011 - December 2011

Sole architect and developer on the iOS title "Turf Geography Club", a location-based alternate reality game

SKILLS

iOS app and game development

Technical leadership

Server-side API design and implementation

TECHNOLOGIES

iOS: Swift, Objective-C, Xcode, Interface Builder, Instruments, Cocos2D, SpriteKit, XCTest

Server-side: Node.js, Mocha, Chai, Sublime Text

DevOps: AWS, EC2, S3, Elastic Beanstalk

Version Control: Git, GitHub

Continuous Integration: Jenkins, BitRise, iTunesConnect, Bash

Helped define and lead product direction

Responsible for hiring and managing the engineering team

Contributed to backend written in Ruby and Erlang

Secured funding from several key seed investors

Zynga, San Francisco, CA — Senior Engineer

October 2008 - May 2011

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.

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, San Jose, CA — Senior Engineer

May 2007 - August 2008

Led the development team in adapting PAC-MAN, Ms PAC-MAN, and Pole Position to the iPhone platform

Designed and implemented several novel-at-the-time gameplay control schemes

Implemented several components of mobile game Namco Arcade Golf for J2ME handsets including the menu system, sound engine, and a level editing format

Octopi, Inc, Tucson, AZ — Engineer

June 2005 - January 2007

Designed and wrote the artificial intelligence for online game PoxNora — a goal-oriented hierarchical system that generates a weighted tree of possible moves for each dynamic agent group

Technical Lead for the 5-person mobile development team creating ten Java games using Nokia's mobile multiplayer API for over 50 mobile devices

Solely designed and wrote the game JellyPOP

Helped design and implement core shared Java SDK used across our suite of mobile games, including modules for UI, graphics, sound, and fonts

EDUCATION

University of Arizona, Tucson — *Bachelor of Science, Computer Science. Minor Linguistics.*

Graduated May 2005

Completed requisite coursework including Compiler Design, Algorithms, Computational Linguistics, Networks, and Programming for OS X

Focused on computational linguistics with a foundation in Natural Language Processing, Syntax and Grammar

Section Leader for Computer Science courses. Responsibilities: leading weekly discussion sections, grading assignments and tests, assisting in lecture preparation. Courses: Intro, Data Structures, Object-Oriented Programming

Co-authored a research paper on facilitating cooperation through touch interfaces

Research assistant for reading comprehension study in Linguistics department

Stevenson School, Pebble Beach, CA — *High School Diploma*

Graduated May 2000

AP Calculus, AP English, AP European History, AP American History

Varsity Lacrosse

Avid dancer and performance artist

Founding member of the Gay Straight Alliance club