

Scott Wszalek

Senior Software Engineer | Mobile Games

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SUMMARY

Results-oriented Senior Software Engineer with a proven track record of 11+ years in the mobile gaming industry. Excel in designing and implementing scalable, high-performance systems that drive player engagement and retention. Thrive in fast-paced, collaborative environments where innovation and creativity are paramount. Expertise spans the entire software development lifecycle, from concept to delivery, ensuring smooth execution and timely delivery of projects.

EXPERIENCE

Electronic Arts

6/2019 - present

Senior Software Engineer, 4/2021 - present

Led projects in Unity client and Java server, re-architecting TSB and prototyping a brand new game.

- Created weekly gameplay Prototypes with **Unity C#** on new game project for R&D
- Enhanced and bug fixed TSB22 and TSB23 mobile game apps before and after release
- Migrated TSB project to **Git** from **Perforce**
- Collaborated with Product team as main point of contact to create migration documentation

Software Engineer, Glu Mobile, 6/2019 - 4/2021

Worked in Unity Client and Java server to help release multiple mobile game projects.

- Built and released Deer Hunter World to beta in 3 countries, 2 separate times
- Released and updated features for WWE Universe
- Developed full stack engineer skills by working on server **Java** and client **Unity C#**

GSN Games

9/2017-6/2019

Software Engineer

Feature driven full stack programming for anything new with WorldWinner.

- Built new features and games for WorldWinner App in **Unity C#**
- Lead engineer for releasing the App on **Android**
- Developed full stack engineer skills on server **Perl**, client **Unity C#**, and web **Javascript**

Story Arc Media

6/2013-9/2017

Senior Developer

Led project to move Poptropica to mobile and to build a brand new Poptropica Worlds game.

- Released new Poptropica Worlds App/Web game in **Unity C#**
- Lead Engineer of new Poptropica Worlds project
- Built and released **Flash Actionscript 3.0** mobile App of Poptropica

SKILLS

C#, C++, Java, Javascript, Swift, Perl, NodeJS, ReactJS, Unity, XCode, Haxe, IntelliJ, Rider, Visual Studio, Jira, Confluence, Git, SVN, Perforce, Trello, Miro, Figma

EDUCATION & CERTIFICATIONS

Game Design & Development, Rochester Institute of Technology

2012

Manager Tools Effective Communicator Training Certificate

2018