

# Nicholas Ventimiglia

**Software Engineer:** *Unity, Xamarin, Mobile, Native, Server, Web, Azure*

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## About Nicholas

I started my journey 15 years ago as a contractor building web apps.

From there I transitioned to building best practice mobile applications.

I enjoy building beautiful realtime apps and helping others do the same.

## Technical Skills

- **15 years experience.** I have been the principal contributor to many projects. I prefer the Microsoft tech stack; C#, Unity, Xamarin, DotNetCore, Mvc, Azure. I have experience with other platforms as well including Javascript, Native, AWS, and Ubuntu.
- **Proven solutions, worldwide.** ScrabbleGo by Scopley. BingoBlitz by Playtika. AgriSync with a global development team. Realtime.co, a series C startup, out of Portugal. Los Angeles county social services. Together, this includes millions of daily active users.
- **Frontend frameworks.** I enjoy building front-end frameworks. I have implemented several patterns including MVVM, MVC, and RX. My framework goals are testability, reusability, and tooling for artists and other non-programmers.
- **Strong communication skills.** I have worked with outsource studios on multiple continents. This includes daily stand ups, on-call coaching, and code reviews.
- **Backend Frameworks.** I have a strong understanding of server architectures. I feel comfortable building apis, admin portals, html front-ends, and networking servers. I also have a passion for building zero garbage high performance networking solutions.
- **In my freetime I participate in community development.** I spend several hours a week contributing to open source projects. This includes open source frameworks, third party binding libraries, educational samples, and just helping lost indie developers.

## Work History

### **ScrabbleGo, PierPlay / Scopely** — *Senior Developer*

October 2016

As a founding employee and the principal contributor, my chief responsibility was the development of the front end MVVM UI framework. My goal was to enable technical artists and other non-programmers in the develop and modify UI with minimal programming support.

Other tasks include ownership of fly up animations, reward headers, leaderboards with 'sticky headers', prize box sequences, reward sequences, 'expando' master/detail animations, pooling lists, virtualized lists, service layer architecture, elasticsearch, and many other mission critical modules.

### **BingoBlitz, Playtika** — *Senior Developer*

October 2015

Playtika is a multinational company involved in the development of top tier casual and midcore mobile games. Bingo Blitz is the world's number one bingo game with several million daily active users.

Bingo Blitz was original developed in Flash, which was nearing the end of life. My responsibility was to transition the team and product from a Flash development stack and into a Unity3D one.

### **Agrisync, Iowa** — *Lead Developer*

October 2014

Agrisync brands itself as the 'ZenDesk' of agriculture. Here I was the U.S. developer, and led a team based in Russia and India.

Agrisync set itself apart from other Xamarin and line of business products by the incorporation of real-time cross platform (Mac, Windows, Android, iOS, WebGL) networking, video conferencing. Here I got to play with many cool technologies such as signaling, video streaming, graph databases, natural language, and bot frameworks.

### **Realtime.co, Portugal** — *Native SDK Contractor*

2013

Realtime is a startup in the networking as a service provider. I developed the C# platform sdks. This included both the Xamarin and Unity sdks.

### **Los Angeles Department of Social Services** — *Managing Partner*

2003

Simple Systems is a contract shop focused on the development of web portals for government and medium sized industry. Our principal customer was the County of Los Angeles Department of Public Social Services.