

# KYLE SCHIECK

KyleSchieck@Gmail.com | [linkedin.com/in/kyle-schieck-95721b45](https://linkedin.com/in/kyle-schieck-95721b45) | [github.com/kschieck](https://github.com/kschieck)

## PROFESSIONAL SUMMARY

---

Senior software developer with 10+ years of experience building and supporting scalable, production-grade systems. Known for ramping quickly, owning complex backend and integration work, and delivering reliable, well-tested software in high-traffic environments. Strong collaborator with a systems-level mindset, comfortable working across teams to improve code quality, stability, and developer workflows.

## PROFESSIONAL EXPERIENCE

---

Jun 2025 - Now

**Software Developer 3**, Prodigy Education Inc.

Prodigy Math - **NodeJS, Typescript, Custom (Typescript) Game Engine**

- Designed and implemented the backend for a daily login reward system, including data modeling, business logic, and unit tests; ensured secure distribution of premium currency with timezone-aware logic to prevent exploitation, supporting seamless daily rewards for thousands of active users
- Developed and debugged features supporting A/B testing, managing multiple concurrent feature variants across different segments of the player base
- Modernized legacy systems into a prefab-based architecture, supporting delivery of team OKRs
- Stabilized the codebase by resolving cross-system bugs and improving reliability
- Rapidly ramped up on a large, unfamiliar codebase, enabling early independent ownership
- Identified systemic testing and workflow friction, demonstrating senior-level systems thinking

Feb 2025 - Jun 2025

**Unreal Game Developer**, <Redacted Studio Name>

<Redacted Game Name> - **UnrealEngine5, Blueprint**

- Built visualization tools for AI debugging, improving workflow efficiency
- Developed FTUE and analytics integration to enhance player engagement and insight
- Wore multiple hats in pre-production, proactively debugging, testing, and refining features to prevent launch blockers and ensure reliability

Jan 2023 - Jan 2025

**Senior Software Developer**, Apocalypse Studios Inc.

Deadhaus Sonata - **UnrealEngine5, C++**

- Developed and implemented a full-scale Action-RPG combat system using Unreal Engine's Gameplay Ability System, creating diverse characters with unique Action RPG-style abilities in collaboration with a combat designer
- Integrated a third-party Text-to-Speech API and additional in-game features, enhancing accessibility and player experience
- Integrated multiplayer support, enabling seamless online gameplay

Jun 2021 - Dec 2022

**Senior Software Developer**, Gazeus Games

Yahtzee Party (iOS, Android) - **Unity, NodeJS, PlayFab**

---

- Led full-stack development of cloud storage, store features, and matchmaking

#### Dominoes Battle/Cafe – **Node.js, TypeScript, Redis, Socket.io**

- Designed and built a distributed matchmaking and game event system enabling players to participate in the same match while connected to different servers, using Redis pub/sub for event routing and coordination
- Integrated REST APIs and 3rd party services
- Provided ongoing mentorship to 2 junior developers, guiding them through code reviews, feature development, and problem-solving to accelerate their contributions to production projects

Oct 2015 - Jun 2021

#### Senior Software Developer, Big Viking Games, London, ON

#### Fish World, YoWorld, YoWorld Mobile - **Java, Flash, Javascript, PHP, SQL, Redis, React, Unity**

- Owned live ops: issue resolution, deployment coordination, team communication
- Delivered major features: minigames, tools, slots meta, analytics, server monitoring
- Integrated ad providers and backend improvements
- Created Match3 editor tool for rapid level design

2011 - 2015

#### Co-op Software Developer Roles, TD Bank, Validus Group, Teledyne Dalsa, Mallot Creek Group Inc

- Contributed to innovation, automation, and production tools across multiple industries

---

## PERSONAL PROJECTS

2023 - Now

#### Man in a Room

- **NodeJS (TypeScript), MySql, Facebook Messenger API, OpenAI API, SocketIO**
- Designed and built a real-time, text-based escape room game where players collaborate with a character to solve puzzles via text messaging
- Implemented the core game engine and dialogue system, supporting branching narratives and real-time player interaction
- Conducted live user testing, gathered feedback, and iterated on gameplay and pacing to improve engagement
- Exploring partnerships with physical escape room operators to use the game as a promotional and onboarding experience

Sept 2024 - Now

#### Miscellaneous Prototypes

##### Budget App - **PHP, ReactJS, MySql, D3.js** [github.com/kschaeck/Budget](https://github.com/kschaeck/Budget)

- Designed and built a custom web application to track personal transactions, monthly budgets, and savings goals
- Implemented interactive data visualizations to surface spending patterns and long-term financial trends
- Deployed as a secure, authenticated web application with restricted access to protect sensitive financial data

##### Photo Viewer - **NodeJS, ReactJS, MySql** [github.com/kschaeck/photo-viewer](https://github.com/kschaeck/photo-viewer)

- Built a lightweight, self-hosted media dashboard optimized for local network access and privacy
- Implemented automatic indexing and categorization of photos and videos from a connected NAS, organizing media by date and custom tags

---

- Generated image and video thumbnails on demand to support fast browsing across large media libraries
- Optimized for low-resource environments, running efficiently on a Raspberry Pi with minimal memory and CPU usage

## EDUCATION

---

2015

**Bachelor of Computer Science**, University of Waterloo