

Ivan Maurizi

Software Engineer

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Recent Experience

Senior Software Engineer — Flyclops

April 2021 – December 2024, Remote

- + Built CircleCI and GitHub Actions workflows to create a Unity game library and a Flutter client app on Mac machines, reducing engineer downtime by 25–50 minutes per build.
- + Monitored and resolved game performance issues on iOS and Android via Crashlytics, dropping daily user-perceived "frozen screen" rate below 8% on the Play store.
- + Ported a networking library from Objective-C to Kotlin, improving platform compatibility and code readability with coroutines.
- + Improved C# unit test maintainability in Unity by using dependency injection with VContainer to decouple services.

Senior Software Engineer — Diagnostic Driving

December 2017 – April 2021, Philadelphia, PA

- + Independently developed and planned programming for a Unity-based driving game utilizing Vehicle Physics Pro that contributed to key findings in an NIH funded study.
- + Programmed a batch email system using Firebase Functions and AWS SES to integrate personalized PDF reports generated server-side with React and headless Chrome.
- + Built a Unity UI system in C# that dynamically generates forms from CMS JSON data, streamlining content management.
- + Built a continuous validation system in Node.js to log driving data inconsistencies in JSON and report them to Slack.

Early Career

- + **Android Developer** — Tonic Design (2015-2017)
Implemented Bluetooth LE interface and UI on OneTouch Reveal, LifeScan's blood glucose management app.
- + **Front-End Web Developer** — Free People (2014-2015)
Created web page prototypes with Node.js for a redesign of an international mobile store website.
- + **Mobile Platform Developer** — BrickSimple (2012-2014)
Optimized an Android app for the San Francisco Ballet, increasing FPS from 10 to 60 by reducing memory usage in libGDX.

Summary

Driven software engineer with 12 years of experience in gameplay and mobile app development, specializing in build systems, CI/CD automation, and game tooling.

Personal Projects

Bubble Battle

January 2025

Resolved gameplay bugs and implemented bomb detonation and level timer in Unity during the 48-hour Global Game Jam.

Breakout

January 2021

Programmed using Lua for Pico-8, a retro console, emphasizing animated gameplay mechanics.

Tree City

September 2017

Created a WebGL 3D demo using Unity and Mapbox to walk through a city and learn about street trees generated via CSV processing with Python.

Pong

May 2017

Programmed using C++ with SFML and explored UDP heartbeats for multiplayer gameplay.

Education

BA, Visual & Game Programming

The Art Institute of Atlanta

Professional Development

Community College of Philadelphia
Calculus II, Linear Algebra