

# Ivan Maurizi

Software Engineer

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## Summary

Driven software engineer with 12 years experience specializing in gameplay, mobile app UI, and build engineering.

## Recent Experience

### Flyclops

Remote

#### Senior Software Engineer

April 2021 – December 2024

- + Built CircleCI and GitHub Actions workflows to create a Unity game library and a Flutter client app on Mac machines, offloading one hour per build off of an engineer's laptop.
- + Monitored and resolved game performance issues on iOS and Android via Crashlytics, dropping Android's daily user-perceived "frozen screen" rate from 22% to 4% on the Play store.
- + Ported network library from Objective-C to Kotlin, improving platform compatibility and readability with coroutines.
- + Improved C# unit test maintainability in Unity by using dependency injection with VContainer to decouple services.

### Diagnostic Driving

Philadelphia, PA

#### Software Engineer

December 2017 – April 2021

- + Developed C# teleportation and on-course mechanics for a Unity driving game using Vehicle Physics Pro, contributing to an NIH-funded study's key findings.
- + Programmed PDF feedback report system using Unity UI for email input, back-end Firebase/Node.js stack, emails from AWS SES, and server-side React templates, providing drivers with personalized and secure feedback.
- + Built C# Unity UI system that dynamically generates forms from CMS JSON data, streamlining content management.
- + Built back-end JavaScript continuous validation system to log data inconsistencies in JSON and report them to Slack.

### Tonic Design

Philadelphia, PA

#### Android Developer

January 2015 – June 2017

- + Integrated Bluetooth LE syncing in new UI screens on OneTouch Reveal, LifeScan's blood glucose management app.
- + Programmed front-end code for Johnson & Johnson from wireframe concepts to production ready UI.
- + Shipped four applications to the Play Store, achieving a user base exceeding 4 million for the lead application.

## Early Career

### Front-End Web Developer — Free People (2014-2015)

Created web pages using templates implemented with JavaScript for a redesign of an international mobile store.

### Mobile Platform Developer — BrickSimple (2012-2014)

Optimized an Android app for the San Francisco Ballet, increasing FPS from 10 to 60 by rewriting the app in libGDX.

## Personal Projects

- + **Bubble Battle:** Programmed Unity game for a 2-day game jam, adding gameplay (bombs, level timer) and fixing bugs.
- + **Breakout:** Programmed using Lua for Pico-8, emphasizing "juicy" gameplay mechanics.
- + **Tree City:** Created WebGL demo with Mapbox and OpenDataPhilly to walk through a city and learn about street trees.

## Education

### BA, Visual & Game Programming

The Art Institute of Atlanta