

Ayla Myers

PROFESSIONAL EXPERIENCE

Unity Game Programmer Vodeo Games March 2020–Feb 2022

- Released **Beast Breaker**, a mouse-bouncing adventure on the Epic Games store and Nintendo Switch.
- Developed a game state serialization and autosave system compatible with PC and Switch builds.
- Put together an in-editor inverse kinematics workflow powered by Burst-compiled animation jobs.
- Created a Unity UI dialogue overlay and system to support the game's story and writers' needs.
- Worked on numerous turn-based combat gameplay features, tooling, polish, and juice.

Lead Game Programmer & Mentor (Contract) Sweet Baby Inc Feb 2021–Aug 2021

- Mentored two junior game programmers through the entire lifecycle of designing, developing and programming **Reel Steal** and **Recommendation Dog** for the Playdate handheld system.
- Guided junior engineers through the process of learning Lua, Git, the Playdate SDK, engineering practices such as code reviews and pull requests, and software development in a team environment.
- Oversaw the development process and implemented many key features as the team's lead engineer.

Lead Game Programmer (Contract) Sweet Baby Inc Jan 2020–May 2020

- Programmed **Lost Your Marbles**, a quirky narrative marble game for the Playdate handheld system.
- Designed a minimal 2D physics engine optimized to run on the Playdate's CPU-limited Lua engine.
- Developed an in-game level editor to allow fast iteration, testing, and baked performance of levels.
- Created a dialogue and narrative event system to support the game's complex branching storyline.

Game Programmer & React Software Engineer Castle Dec 2018–Oct 2019

- Created a dozen small online multiplayer Lua games to spur adoption of the Castle game platform.
- Implemented small features for the React-based game platform itself, such as user behavior tracking.
- Helped set company direction, identify market opportunities, and research competitors.

Founder & Game Programmer 8-Bit Mischief LLC Feb 2018–Present

- Developed numerous PICO-8 games, web games, and Lua games like **Just One Boss** and **arpongi**.
- Handled game design, programming, asset creation, playtesting, and social media myself.
- Presented games at industry events such as Play NYC, PAX East, MAGFest, and No Quarter.

Engineering Manager & Team Lead Aaptiv Jun 2018–Mar 2019

- Lead an engineering team tasked with growing Aaptiv's React-based conversion funnel.
- Implemented auto-login support, user behavior tracking, and React performance optimizations.
- Proactively provided junior engineers with career roadmaps, feedback, and encouragement.

Senior Software Engineer & Tech Lead Etsy Aug 2015–Sep 2017

- Co-lead a product team up to and through the public launch of Etsy Studio—a sister site to etsy.com.
- Mentored junior engineers and helped them to grow their careers and web development practices.

Further work experience available upon request.

SKILLS

Experienced programmer: I've been coding my whole life—it's my passion and my profession. I have a formal education as a software engineer but I'm also self-driven and much of what I know today is self-taught from personal projects. I understand what it means to properly architect quality code.

Wears many hats: As an independent and solo game developer I've picked up skills in game design, visual design, modeling, rigging, animation, music composition, audio editing, netcode, etc. I'm happy to fill in where needed (especially on a small team) though my specialty is code and game design.

Empathetic leader: Responsible engineering is about communicating openly, setting expectations, building rapport, establishing processes, fostering healthy team dynamics, and learning from others. I pay attention to these things even when working as an individual contributor, but I'm also very comfortable serving in a technical leadership role. I can mentor junior devs, serve as a technical advisor, create roadmaps, and build teams. I put humans first and try to solve problems by empowering others.

TALKS & PRESENTATIONS

[Multiplayer Game Networking: The Brute Force Approach!](#) at Deconstruct Conf July 2019
PRIDE Panel with Playcrafting June 2019
[Let's expand the meaning of "GAME FEEL"!!](#) at !!con May 2019
Gettin' started makin' games at Catskills Conf October 2018
Procedural Landscape Generation Workshop at Never Graduate Week May 2018
[The joys of PICO-8 token crunching!!](#) at !!con May 2018
"Oh No" Moments in Games at Women in Games with Playcrafting March 2018
Meet & Code Pair Programming Workshop at the Recurse Center January 2018
[Wave Function Collapse](#) at Code As Craft: WomEnby in Tech June 2017
Networking Real-Time Multiplayer Games at QueensJS November 2016
Makin' Pixel Art at Etsy March 2016

EDUCATION

Recurse Center 2017–2018
Self-directed twelve week retreat for creative programmers.

Rochester Institute of Technology 2007–2010
B.S. in Information Science and Technology.

Cornell University Summer 2005 & 2006
Studied computer science during summer sessions.