

Nicholas Ventimiglia

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

Marina Del Rey, CA, 90292

(805) 248-3024

nick@simplesys.us

<http://nicholasventimiglia.com>

About Nicholas

I have about 15 years of experience, mostly with the Microsoft stack. I started my career building government web portals. I was an early adopter of Unity3d and Xamarin for the iOS and Android platforms. I have a passion for realtime apps; supporting multiple socket frameworks and third party libraries. As a hobby, I enjoy building I enjoy building scalable application frameworks, and providing outreach to the development communities.

Technical Skills

- **Mastery of the Art.** This includes : C#, Asp.net, MVC Core, Azure, CosomoDB, Redis, Xamarin, Unity3D, Native Mobile Apis, Custom front end MVVM frameworks, unsafe C#, custom UDP sockets, zero garbage networking servers, Cloud solutions, Mobile, Android, iOS, video streaming, and bot/ai frameworks.
- **Proven solutions, worldwide.** This includes : [Redacted], published by Scopley. Bingo Blitz, by Playtika Santa Monica. The internal supply chain software used by the county of Los Angeles. Realtime.co and their networking sdk's. AgriSync, video conferencing solutions. Together this includes millions of daily active users.
- **Strong communication skills.** I have worked with outsource studios on multiple continents for several years. This includes daily stand ups, on-call coaching, and code reviews. Time differences can make things difficult, but I understand this as a necessary feature of globalization.
- **Framework and Engine Architecture.** I have a strong understanding of both server and client architecture. This includes; Admin portals for business intelligence and live operations. Front end tooling for artist and animators. Strong understanding of data patterns, such as MVVM, MVC, MVP, and RX.
- **In my freetime I participate in community development.** I spend several hours a week contributing to open source projects. This includes my own repositories (which mostly include networking and application frameworks), third party IAAS and PAAS binding libraries and samples, and other best practice examples for the purpose of education.

Work History

[Redacted], PierPlay / Scopely, Culver City— *Senior Developer*

October 2016

As a founding employee, my chief responsibility was the development of the front end MVVM UI framework. Our goal was to enable technical artists and other non-programmers in the develop and modify UI with minimal programming support. Other tasks include architecture, domain design, and ownership of many mission-critical modules.

Bingo Blitz, Playtika, Santa Monica— *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.

My responsibility was to transition the team from a Flash development stack to a Unity3d. My years of experience were invaluable during this transitional period.

Agrisync, Iowa— *Lead Developer*

October 2014

Agrisync brands itself as the 'ZenDesk' of agriculture. This vertical support play is home synergies the rapid development and hands on sales. Here I was the loan 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, Los Angeles— *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.