Nicholas Ventimiglia

Software Developer

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SUMMARY

With 20 years of software engineering experience I have designed, built, and managed software projects for government, tech giants, and gaming startups. I am currently employed as a Developer Relations Engineer at Google, where I foster community engagement and drive developer influences.

KEY IMPACTS

- As a Developer Relations Engineer at **Google**, I launched technically complex API improvements, modernized metrics, and set strategy for the Ads Unity plugin.
- As the first engineer and Team Lead at **Agrisync**, I helped launch our customer support and WebRTC solution which eventually led to a buyout by **John Deere**.
- As a Senior developer at **ScrabbleGo**, I wrote the MVVM data binding framework which managed the relationship between Tech Artist, Animators, and Developers. ScrabbleGo was purchased by **Scopely**.
- As a managing partner at **Simple Systems** I proposed, designed, developed, managed and sold a supply chain management solution for the **Department of Public Social Services County of Los Angeles**.
- As a plugin contractor for **Realtime.co**, I developed and maintained the Xamarin and Unity3d client SDKs. This required significant knowledge of Objective-C, Java, and low level interoperability.

WORK HISTORY

Google — Developer Relations Engineer

June 2021 - Present

As a Developer Relations Engineer at Google, I launched technically complex API improvements, modernized metrics, and set strategy for the Ads Unity plugin.

AbcMouse, The Learning Company — Senior Developer

June 2020 - 2021

At the learning company I worked on the front end and framework teams. On the front end team I worked on implementing the first live ops product in the company's history.

ScrabbleGo, PierPlay / Scopely — Senior Developer

October 2016 - 2019

As a Senior developer at ScrabbleGo, I wrote the MVVM data binding framework which managed the relationship between Tech Artist, Animators, and Developers. ScrabbleGo was purchased by Scopely.

BingoBlitz, Playtika — Senior Developer

October 2015 - 2016

As a Senior developer on Bingo Blitz, my responsibility was to transition the team and product from a Flash development stack and into a Unity3D one. This required a combination of education, process reforms, and code migrations.

Agrisync, Iowa — Lead Developer

October 2014 - 2020

As the first engineer and Team Lead at Agrisync, I helped launch our customer support and WebRTC solution which eventually led to a buyout by John Deere.

Realtime.co, Portugal — Native SDK Contractor

2013 - 2014

As a plugin contractor for Realtime.co, I developed and maintained the Xamarin and Unity3d client SDKs. This required significant knowledge of Objective-C, Java, and low level interoperability.

L.A. County DPSS, Simple Systems — Managing Partner

2004 - 2013

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.