

Nicholas Ventimiglia

Startup focused AI-Native Architect

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EXECUTIVE PROFILE

I am a hands-on software architect and developer with 20 years of experience building products across startups, big tech, and government. I understand product, manage teams, and build the actual technical foundations that drive business results. At my core I believe that software is linguistics, and that the words we use and the principles of our communication shape the architecture of our software.

My work has directly enabled major acquisitions by John Deere and Scopely, and secure enterprise portals for the L.A. County government. Currently, I'm at Google shaping developer platform strategy, combining deep engineering experience with modern, AI-assisted workflows to build and ship software fast.

AREAS OF EXPERTISE

- **Strategic Technology Leadership:** M&A Technical Readiness, Venture Engineering, Team Alignment, Cross-Functional Execution.
- **Architectural Engineering:** AI-Native & Autonomous Development Workflows, Custom Framework Design, High-Performance Native Interoperability, MVVM/Clean Architecture.
- **Specialized Domain Depth:** Game Engines, Massive low ping game servers, WebRTC and video conferencing at scale, Mobile and web applications, AI feature engineering and orchestration, High-Scale Government & Enterprise Portals.

KEY VENTURE & ENTERPRISE IMPACTS

- **AgriSync (Acquired by John Deere):** Served as first engineer and Technical Lead; architected and built the core WebRTC-based customer support platform from absolute zero, directly enabling a successful acquisition by John Deere.
- **ScrabbleGo (Acquired by Scopely):** Engineered the custom MVVM data-binding framework that bridged complex relationships between Technical Artists, Animators, and Developers, establishing the structural foundation for a high-value buyout by Scopely.
- **Simple Systems (L.A. County DPSS):** Co-founded and served as Managing Partner; proposed, designed, and executed a critical supply chain and web portal infrastructure for the Department of Public Social Services, County of Los Angeles.
- **Google (Developer Ecosystem Strategy):** Steered strategic platform integration, launched technically complex API improvements, modernized legacy metrics, and established the development strategy for the core Ads Unity plugin.

PROFESSIONAL EXPERIENCE

Google — Developer Relations Engineer

June 2021 – Present | Mountain View, CA

- Drive developer ecosystem strategy and influence for global developer platforms, focusing on high-performance integrations and platform interfaces.
- Modernized performance metrics, established roadmap strategies, and shipped technically complex API advancements for the Google Ads Unity plugin.
- Bridge the gap between Google's internal product/engineering teams and the external developer ecosystem, fostering community alignment and optimizing platform adoption.

AbcMouse, The Learning Company — Senior

June 2020 – June 2021 | Glendale, CA

Developer

- Engineered high-leverage frameworks and core frontend features to support millions of active young learners.
- Designed and deployed the technical foundation for the company's first-ever live operations (Live Ops) product pipeline, establishing continuous-delivery capabilities.

ScrabbleGo, PierPlay / Scopely — Senior

October 2016 – December 2019 | Los Angeles, CA

Developer

- Architected and implemented the proprietary MVVM data-binding engine, resolving key workflow friction points between creative teams (artists, animators) and core game developers.
- Designed modular system components that sustained massive concurrent user loads, directly supporting the company's scaling milestones ahead of its acquisition by Scopely.

BingoBlitz, Playtika — Senior Developer

October 2015 – October 2016 | Santa Monica, CA

- Led the technical transition of the core codebase and engineering teams from a legacy Flash development stack to a modernized Unity3D environment.
- Rebuilt tooling pipelines, established software engineering best practices, and automated testing workflows to minimize transition downtime and maintain live product velocity.

AgriSync — Co-Founder & Lead Developer

October 2014 – June 2020 | Remote / Iowa

- Acted as the founding engineer and team lead; hands-on architect for the company's entire WebRTC customer support and remote diagnostics infrastructure.
- Scaled the software and team from initial product validation through market expansion, resulting in a successful acquisition and integration into John Deere's global support platform.

Realtime.co — Native SDK Contractor

2013 – 2014 | Remote / Portugal

- Built, optimized, and maintained native high-performance client SDKs for both Xamarin and Unity3D.
- Utilized deep systems-level knowledge (Objective-C, Java, C++) to design stable, low-level platform interoperability wrappers handling real-time data streaming.

L.A. County DPSS, Simple Systems — Co-Founder & Managing Partner

2004 – 2013 | Los Angeles, CA

- Established and grew a highly efficient technical contracting agency focused on medium-to-large enterprise and government web portals.
- Spearheaded the architecture, engineering, and secure delivery of a comprehensive supply chain and logistics management solution for the Los Angeles County Department of Public Social Services (DPSS).