

Daisy Dobler

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Work Experience:

- **Senior Engineer:** Volley Games *Fall '20 - Now*
 - *Flowscript Language:* Developed an extensible scripting language for making Alexa games - used in a dozen published skills, including “Who Wants to Be a Millionaire” and “Wheel of Fortune”. Implemented a robust test suite and VSCode integration.
 - *Mentorship:* Lead code study clubs, wrote extensive documentation and onboarding docs. Helped several interns and junior engineers find their place at Volley
 - *Alexa Game Engine:* Helped develop a voice-AI based game engine, with extensive plugins and API integration with Amplitude, Sentry, and AWS services like Dynamo & S3
 - *Roku platforms Engineering:* Created a React-based engine in Roku + Brightscript, enabling teams to go from one game to five in six months. Implemented Sentry, Amplitude and AWS (S3, Dynamo, etc) integration.
- **Core Tech Engineer:** Big Fish Games *Fall '17 - Spring '20*
 - *Liveops:* Collaborated with marketing and design teams to run promotions and experiments on both user activity and game features
 - *iPhoneX support:* Added layout and native support for tall phones and devices with notches on the screen. Worked with feature engineers to make scaling layouts easier in the future.
 - *Shader Development:* Implemented and added designer support for pixel shaders
 - *Cocos 2D engine patches:* Updated the Cocos engine while keeping native iOS, Android & Web versions in sync
- **Software Engineer:** Logitech *Fall '13 - Feb '17*
 - *Automated Testing:* Built out Ansible CI pipeline for testing firmware and devices
 - *START Hack:* Taught keyboard SDK to students during a Hackathon in Switzerland
 - *Hardware support:* Work with firmware team and UX designers to integrate new devices into legacy C++ applications for macros and lighting.
 - *ARX Control:* Second screen experience for PC gamers. Written in C++ & Qt, networked application to Objective-C iOS app.
- **Gameplay Engineering co-op:** Vicarious Visions *Summer-Fall '12*
 - C# gameplay and combat AI scripting for the iOS game *Skylanders Battlegrounds*. Collaborated with design and team to create more responsive gameplay

Education:

- **Rochester Institute of Technology**
Bachelor of Science, Game Design and Development *2013*
Minor in Computer Science

Skills:

- Programming languages (*in order of familiarity*)
 - Typescript (NodeJS, React, Jest), C#, C++, Java, GLSL, Rust, lua, PHP
- Native & Mobile development (Android, iOS, Roku, Alexa)
- CI/CD management (Github Actions, kubernetes)