
Kasey McKenna **Principal Software Engineer II**

(540) 907-0171 , kmckenna525@gmail.com

EXPERIENCE

Zynga - San Francisco, CA

Principal Software Engineer II (July 2021 - present)

Principal Software Engineer I (May 2020 - July 2021)

Words with Friends (Unity C#, React Native, Ruby on Rails, Cocos2D C++)

- Currently working in Unity to port major game systems from React Native, native iOS, native Android, and Cocos2D into Unity.
- Architected and led full-stack implementation of multiple features, including Daily Goal Streaks and various Rewards Pass improvement iterations.
- Became maintaining owner of seasonal Rewards Pass Feature, and was the original architect for the in-app purchasable pass system.

Free Range Games - Sausalito, CA

Lead Game Developer (October 2019 - March 2020)

Senior Game Developer (June 2019 - October 2019)

Multiple unannounced titles and pitches

- Part time lead role shared with established game contracts.
- Advised on staffing plans, costings, and technical direction for both Unity and Unreal games.
- Pushed for better processes to ensure smoother prototyping by emphasizing agile development and taking more advantage of branching in version control.

Twitch Sings (Unity C#, Gamesparks)

- Full stack - worked in JavaScript on the Gamesparks backend, C# on the Unity client, and C++ and Objective-C on the native plugin.
- Evangelized for code reviews and architectural review processes.
- Managed communications with the Twitch development team for the Twitch native extension.
- Owned and improved build and release pipeline tools, including asset bundling.
- Led development on both core game features and twitch integrations, including: Song Requests, an economy overhaul, and Twitch Prime Loot drops.

King - San Francisco, CA

Senior Developer (January 2018 -April 2019)

Casual Mobile Prototype (Unity C#)

- Proposed and developed a new data pipeline to improve mergeability and maintainability.
- Developed multiple client-side systems, including refactoring the questline system to support branching decision points.

Mid-core Mobile Prototype (Unity C#, Playfab)

- Architected a client-side matchmaking system and streamlined the multiplayer networking experience.
- Developed a math library for vectors in hexagonal space.
- Collaborated closely with designer to create and iterate on gameplay features.

Zynga - San Francisco, CA

Principal Software Engineer (July 2017 - December 2017)

Senior Software Engineer (August 2015 - July 2017)

Software Engineer (February 2014 - August 2015)

Farmville: Tropic Escape (Unity C#)

- Worked through the entire lifespan of the game, from concept to release and later transition to the maintenance studio.
- Architected major client side systems such as orderboard and dynamic quests.
- Built systems for graphics optimizations and extended importers for the pipeline.
- Architected and extended backend systems in Python on AWS's Lambda service.

Farmville 2 (Flash AS3)

- Developed and released several front-end features in collaboration with a pod of other developers and other disciplines.
- Received company-wide "Rockstar" award for outstanding performance while working on the State Fair competition feature.

EDUCATION

University of Virginia - Charlottesville, VA

BA in Math, BA in Computer Science (August 2010 - December 2013)

SKILLS

Languages: C#, Python, Javascript, Bash, C++, Objective-C

Technologies: Unity, AWS, MacOS, Flash, JQuery