

# Jason Woodall

BSc, Applied Computer Science  
Ryerson Polytechnic University

Vancouver, BC  
[jason.woodall@gmail.com](mailto:jason.woodall@gmail.com)  
778-709-8116

## Overview

Passionate game developer, with 10+ years of experience in application development. Specialized in SDK implementation, Payment systems, and UI implementation for Android, iOS and Windows.

## Technical Skills

- C# (9 yrs), C++ (10+ yrs), plus other ancillary technologies (Perl, Django, ASP, PHP, Bash, Ruby, etc) on Windows and Mac environments
- Unity (5.0->2023) development on Mac and Windows including build processes for Android and iOS (9 years).
- Familiarity with game systems and tools, including, but not limited to: PlayFab, Amazon Lambda, AWS, Jenkins, IAP systems, Ironsource, Unity Cloud Build, Playmaker, FMOD Studio, etc
- Source Control use and administration in Git, SVN, Perforce, and CVS
- Bug tracking and administration using: Jira, GitHub, and Bugzilla
- Extensive use of Amazon Web Services, including system set-up, Instance management, and use of command line API's
- Database set-up, administration and development on Oracle, MySQL, SQL Server, PostgreSQL, Informix, FoxPro, Access and Progress
- Experience managing and testing software products on Web applications, Android, iOS, Blackberry, Windows Mobile and Palm
- Many years utilizing numerous scripting languages on Windows and Linux
- Documentation and technical reporting expertise, including WordPress
- Excellent Communications Skills
- Extremely strong verbal and written communication in English
- Experience discussing topics with developers, management and customers
- Ability to readily translate information between all levels of understanding
- Extensive computer experience on most common platforms including Windows, Linux, Android, iOS, and Mac OS

## Recent Work Experience

### Senior Unity Developer

PopReach Games, Vancouver, BC (March 2022 - August 2023)

- Worked on PayDay: Crimewar; <https://paydaycrimewar.com/>
  - a multiplayer PVE/PVP, first person shooter for Android and iOS
  - Utilizing Playfab and Photon Fusion Game Server, and Cloud Server services

- Specialized in SDK integration, and UI implementation
- Implemented all Payment and Ad systems: Unity IAP, Playfab, Ironsource.
- C# and Unity
- Responsible for API integration, with various systems: multiplayer servers, Playfab, validation and security servers
- Worked closely with Art, Design, and Production
- Mentored other members of the team

## Technical Director / Senior Developer / Lead Developer

Truly Social Games, Vancouver, BC (Apr 2019 - Jan 2022)

- Technical Director for the studio
- Managed 5 people directly, across multiple time zones, in-person and remotely
- Responsible for hiring, training and mentoring
- Technical Lead for Archer: Danger Phone  
[https://play.google.com/store/apps/details?id=com.disruptorbeam.archer&hl=en\\_CA&gl=US](https://play.google.com/store/apps/details?id=com.disruptorbeam.archer&hl=en_CA&gl=US)
- Working in C# and Unity
- Worked directly with Product Owner, Producer, Art Lead and Design Lead, to oversee direction of products
- Facilitated worldwide release of Archer: Danger phone (70k concurrent users; 500k+ downloads; exceeds target 30 day retention and ARPDAU expectations)
- Worked as a Senior Developer on GoldMania!, Android and iOS game; GeoGram, an Augmented Reality application for Android and iOS
- Established best practices and processes for our pipeline to optimize work-flow for development team
- Set up and Managed git repositories, and trained staff in best practices for all source control systems and tools
- Project Management and Technical design for client and server side for numerous products

## Software Development Engineer 2 / Technical Lead

Pocket Pinata Interactive, Vancouver, BC (Nov 2017 - Feb 2019)

- Worked as the Technical Lead for Draw a Stickman Epic 3, a platformer for PC, iOS, Android and Nintendo Switch
  - [https://store.steampowered.com/app/844500/Draw\\_a\\_Stickman\\_EPIC\\_3/](https://store.steampowered.com/app/844500/Draw_a_Stickman_EPIC_3/)
  - [https://play.google.com/store/apps/details?id=com.hitcents.drawastickmanepic3&hl=en\\_CA&gl=US](https://play.google.com/store/apps/details?id=com.hitcents.drawastickmanepic3&hl=en_CA&gl=US)
- Worked on the project from concept through all cycles of the project until the project was released.
- Managed the engineering team including QA department and remote employees in Indonesia and Hong Kong.
- Worked closely with the design team to develop all aspects of the game, focussing on technical hurdles.
- Worked as one of the main developers on the project as well, focussed on UI systems, backend data and server connections.

- Creating and maintaining Tasks and Bug Database in TargetProcess, this included understanding reporting, bug management, workflow, task creation and assignment, troubleshooting, etc.

## Senior Software Developer

Agents of Discovery, Vancouver, BC (Aug 2015 - Nov 2017)

- Game Development for Android and iOS using C# and Unity.
- Developer on Agents of Discovery  
[https://play.google.com/store/apps/details?id=com.mstar.aod&hl=en\\_CA&gl=US](https://play.google.com/store/apps/details?id=com.mstar.aod&hl=en_CA&gl=US)
- Artificial Reality Game design and development using Unity, Vuforia (similar to Pokemon Go)
- Manage backend server project in C#, ASP, PostgreSQL
- Manage git repository, for software code base
- Technical design and documentation in game and for staff
- Jira management for issue tracking and code integration.

## Prior Employment

Employment experience prior to 2015 can be found via LinkedIn:

<https://www.linkedin.com/in/jason-woodall-7741b518/>

## Educational Background

BSc, Applied Computer Science, Ryerson Polytechnic University (2000)

## Hobbies

- Board Member of the Vancouver Gaming Guild a non-profit society dedicated to table-top roleplaying and board gaming
- Avid poker player, online and live; mostly Texas Hold 'em
- Previous playtester and demo team member for various board and video games, by Cheapass game, Modiphius, Steve Jackson games, Green Ronin, etc