
Kyle Schieck

Fullstack Software Engineer

Stratford, Ontario

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SKILLS

Javascript, Typescript, Java, PHP, SQL and NoSQL, C++, C#

Node.js, ExpressJS, MongoDB, React, MySQL, PostgreSQL, SQLite, Unreal, Unity, Facebook API, LLMs, PlayFab

Senior full-stack software engineer with 10+ years of experience building and operating production systems across frontend, backend, and real-time applications. Proven track record of delivering scalable web platforms, distributed services, and user-facing features from concept through live operations. Experienced technical owner who drives architecture, implementation, deployment, and long-term reliability.

EXPERIENCE

Prodigy Education, Remote - *Software Developer III*

Node.js, TypeScript, Custom TypeScript Game Engine, Jest

JUNE 2025 - FEB 2026

- Architected and shipped a secure daily reward system serving thousands of daily active users, including data modeling, timezone-aware logic, and anti-exploit safeguards for premium currency distribution
- Implemented multi-variant A/B test infrastructure using GrowthBook, enabling experimentation across segmented player cohorts
- Modernized legacy gameplay systems into a prefab-driven, data-oriented architecture, improving feature iteration velocity
- Built automated content validation pipelines preventing misconfigured live content from reaching production
- Rapidly ramped on a large custom engine and assumed independent ownership of production features

Stealth Unreal Studio, Remote - *Unreal Gameplay Developer*

Unreal Engine 5, C++, Blueprint

JANUARY 2025 - JUNE 2025

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- Implemented core gameplay systems and first-time user experience flows during pre-production
 - Built AI state visualization tools to accelerate debugging of NPC state trees
 - Resolved complex behavior tree bugs affecting gameplay reliability
 - Integrated Google Analytics across gameplay systems for player behavior tracking
 - Acted as cross-functional technical driver, identifying launch blockers and improving system stability

Apocalypse Studios, Remote - *Senior Gameplay Systems Developer*

Unreal Engine 5, C++, Blueprint

JANUARY 2023 - JANUARY 2025

- Designed and implemented a full Action-RPG combat system using Unreal's Gameplay Ability System, including targeting, attribute systems, weapon archetypes, enemy variations, and effect pipelines
- Partnered directly with combat design to translate gameplay vision into extensible technical systems
- Integrated multiplayer support into core gameplay systems
- Integrated third-party Text-to-Speech and LLM services to support dynamic in-game AI agents

Gazeus, Remote - *Senior Backend / Game Systems Developer*

Unity, C#, Node.js, Typescript, Jest, MySQL

JUNE 2021 - DECEMBER 2022

- Architected and built a horizontally scaling distributed matchmaking and game turn system
- Designed cross-server event routing using Redis pub/sub enabling players to participate in shared matches across multiple nodes
- Achieved full unit test coverage across core server architecture
- Mentored junior engineers contributing to live production systems
- Led full-stack implementation of store systems, cloud persistence, and matchmaking
- Integrated third-party authentication and IAP systems

Big Viking Games, London, Ontario - *Senior Software Developer*

Java, PHP, HTML, Javascript, Typescript, React, Unity, C#, ActionScript

OCTOBER 2015 - JUNE 2021

- Sole technical owner for a live production game, responsible for architecture direction, feature development, deployment, and incident response
- Designed and implemented RESTful APIs, database schemas, and front-end integrations

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- Built internal content generation tools (including Match-3 stage editor) improving designer velocity
 - Integrated monetization systems including rewarded ads and slots mini-games
 - Designed analytics logging pipelines and provided SQL insights to marketing teams
 - Led live operations including deployment coordination and production issue resolution
 - Conducted code reviews and influenced long-term architecture decisions

PROJECTS

Man in a Room

Node.js, TypeScript, MySQL, OpenAI API, Messenger API

2023 - Present

- Designed and built a real-time interactive escape-room experience delivered via messaging platforms
- Architected branching dialogue engine supporting stateful player progression
- Integrated LLM services for dynamic interaction
- Conducted live playtesting sessions and iterated on gameplay design
- Exploring B2B partnerships with physical escape room operators

EDUCATION

University of Waterloo - *Bachelor of Computer Science, coop option*

2010 - 2015