# Saika Kisami

*Senior Game Engineer/Full-Stack Developer*

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## PROFILE

With over **10 years of experience in game development**, I have progressed from hands-on junior roles to **senior and lead engineering positions**, delivering high-quality interactive experiences across **mobile, desktop, console, and web** platforms. My career is driven by a focus on **performance, scalability, and player-centric design**, grounded in deep expertise with industry-standard engines such as **Unity and Unreal Engine**.
In parallel, I have developed extensive expertise in **HTML5 game development**, building **high-performance, browser-based games** using **Pixi.js** and **Phaser.js**, and integrating them with modern frontend frameworks including **Svelte, React/Next.js, Vue, and Angular**. I have delivered a wide range of **casino-style and real-time games**—such as Plinko, Crash, Dice, Mines, Hi-Lo, and Slot/Spin games—focusing on smooth animation, responsive gameplay, and cross-browser reliability.
My work spans **full-stack game systems**, combining frontend game engines with **backend services written in Go (Golang)** to support **game sessions, RNG workflows, payout logic, and real-time state synchronization** via REST and WebSocket architectures. This end-to-end approach ensures low-latency gameplay, robustness, and production-ready scalability.
I have led and contributed to projects featuring **advanced rendering, animation systems, AI-driven behaviors, and multiplayer backends**, leveraging technologies such as **Photon, Colyseus, and Socket.io** ↗ . These systems have consistently improved performance, concurrency handling, and player engagement across native and web environments.
My technical skill set includes **C#, C++, Java, Python, JavaScript, and TypeScript**, enabling me to architect secure systems, implement complex game logic, and integrate **blockchain and provably-fair mechanisms** where required. I have also delivered **high-impact playable ads** for major ad networks, optimizing sub-2-second experiences to drive user acquisition and conversion.
Beyond development, I bring strong **technical leadership and mentorship**, guiding teams through **Agile and DevOps practices** to improve delivery velocity, code quality, and long-term maintainability. I thrive in fast-paced environments where innovation, ownership, and engineering excellence are essential.
I remain deeply motivated by the evolving landscape of interactive entertainment and am committed to **pushing the boundaries of web-based and real-time gaming**, leveraging modern technologies to shape the next generation of scalable, engaging game experiences.

## PROFESSIONAL EXPERIENCE

**Freelancer(Mobile/HTML5 Game Developer)** 06/2023 – Present | Remote

*Freelancer*

- Developed **HTML5 casino-style games** including *Plinko, Dice, Mines, Crash, Hi-Lo, Slot, and Spin* titles using **Pixi.js (WebGL/Canvas)** for high-performance browser-based rendering.
- Implemented core gameplay systems such as **RNG workflows, payout calculations, round resolution, and finite state machines**, integrating deterministic game logic with UI layers built **per project** using **Svelte, React, or Vue**.
- Designed and implemented **slot game math models** using **Python**, leveraging the **Carrot Math SDK** to define RTP, volatility curves, paylines, and symbol distributions, and translated certified math logic into client-side implementations.

- Built smooth animation pipelines and physics-like behaviors (ball drops, reel spins, crash curves, win effects) using **Pixi.js**, **Svelte-Pixi**, tweening libraries, and frame-based timing control.
- Optimized runtime performance through **texture atlases, sprite batching, reduced draw calls, and efficient asset preloading**, ensuring stable FPS across desktop and mobile browsers.
- Developed responsive and interactive user interfaces using **Svelte, React, or Vue (per project)**, synchronizing frontend state with real-time game events, animation timelines, and round lifecycle transitions.
- Led development of the **“Mus” Card Game** using **Cocos Creator + TypeScript**, implementing real-time multiplayer gameplay and responsive client logic, while developing **Python-based server-side game logic** to support over **60,000 concurrent players**.
- Built real-time multiplayer and spectator features for browser-based games using **WebSocket**, **Socket.io** , and **Colyseus**, enabling synchronized gameplay state, matchmaking, and room-based session management.
- Designed robust client–server communication layers for HTML5 games, handling real-time events, state reconciliation, and reconnection logic across desktop and mobile browsers.
- Ensured **cross-browser compatibility** and consistent gameplay behavior across Chrome, Firefox, Safari, and mobile web environments through extensive device and resolution testing.

**Senior Unity Developer | Web Developer** 08/2025 – Present | Remote, USA

*Simeck Entertainment*

- Directed core gameplay for **"Fat Butters' Jetpack Ride"** in **Unity 6**, collaborating with the Co-Founder to implement physics-based 2.5D mechanics that defined the game's feel.
- Architected modular character control and physics systems in **C#**, optimizing performance to maintain **60 FPS** across target platforms.
- Managed development workflow using **Notion** as a ticketing system—tracking tasks, prioritizing bugs, and streamlining sprint planning with the team.
- Served as **Merge Master**, establishing **GitHub** branching strategies and **PR review standards** that reduced merge conflicts by **~20%**.
- Debugged critical gameplay and physics issues to ensure stable milestone builds and on-time delivery.
- Mentored developers through **code reviews** and **Unity best practices**, raising team technical proficiency and velocity.
- Built the company website from **Figma** designs using **React/Vite/Tailwind** and a **Node.js/Express/MongoDB** backend.
- Enhanced UX with **custom animations** and interactive elements, increasing user engagement and session duration.
- Engineered and deployed a **secure backend API**, achieving **99.9% uptime** post-launch on **Hostinger**.
- Facilitated cross-team collaboration by aligning technical tasks in **Notion** with creative goals—improving transparency and iteration speed.

**Senior Game Engineer** 08/2019 – 11/2023

*Moonnana Company* Gdansk, Pomorskie, Poland

- Served on “Ares,” an **online multiplayer FPS in Unity**, leveraging **Reactor** to achieve sub-50ms latency for ~5,000 concurrent players while addressing challenges such as **network lag** and **packet loss**
- Optimized **matchmaking** and **player state synchronization**, overcoming issues related to inconsistent player experiences and boosting server performance by 25%
- Enhanced **hit detection** and **team-based combat mechanics**, tackling challenges in **real-time** feedback and **collision accuracy**, resulting in a 15% increase in player retention through smoother multiplayer experiences
- Orchestrated the **"PowVista" game architecture** in **Unity**, utilizing **C#** to implement complex physics and AI systems, receiving industry praise for innovative interactive gameplay.
- Architected scalable, secure backend solutions using **Java** for high-traffic online games, enhancing data processing speeds by 11% and ensuring 94% uptime.

- Directed real-time communication enhancements in **"Frontline Tactics"** with **WebSockets**, improving multiplayer sync and reducing lag by 29% through JavaScript optimization.
- Championed the backend of **"Fight Club"** with **NodeJS** and **GraphQL**, enhancing game data management and dynamic content generation, boosting user engagement by 13%.
- Executed **"King of Monsters"** cloud migration to **AWS EC2** using **Docker** for container management, scripting the automation in Bash, and configuring cloud resources with Terraform for scalability.
- Spearheaded **"Knight's Legacy's"** transition to **Godot Engine,** writing efficient **GDScript** to improve modularity and decrease memory overhead, leading to a 13% improvement in performance metrics.
- Led the development of **"AstraMyth"** in **Godot**, using **GDscript** for scripting procedurally generated content, significantly increasing replayability and engagement.
- Developed and delivered **Godot training**, focusing on **GDScript** for rapid game development, which improved team productivity by 12% and reduced developer ramp-up time by 8%.
- Crafted a blockchain-based item verification system for "Aries" using **Solidity** for **smart contracts** and **JavaScript** for **Web3 integrations**, ensuring secure in-game transactions.
- Instituted **DevOps** practices for **"Aries,"** managing the **CI/CD pipeline** with **Jenkins**, and writing infrastructure as code in **YAML** for **Kubernetes** deployments, enabling daily game updates without downtime.
- Pioneered ML applications in **"WhotAfrica"** using **Python** to analyze player data, creating personalized content that raised player lifetime value by 31%.
- Designed **MongoDB** and **SQL** database solutions for **"Aries,"** optimizing data structures and queries in SQL for performance, achieving 98% data availability.
- Curated a content creation pipeline with **Blender**, **ZBrush**, and b, **integrating** custom Python scripts to streamline the asset production process, enhancing team efficiency by 4%.
- Mentored junior engineers in **"Warrior's Eclipse,"** enforcing code quality with rigorous **C#** and **C++** code reviews, contributing to the game's reputation for stability and a low bug rate.

**Game Back-end Developer** 02/2015 – 07/2019 | Austin, US

*Atooi*

- Implemented an efficient **matchmaking and lobby system** for **“Blur”** using **Photon (Unity)** and optimized C# algorithms, reducing player wait times by 16% while maintaining stable session creation under high concurrency.
- **Implemented real-time multiplayer synchronization for “Xeodrifter” using Photon**, supporting **over 10,000 concurrent players** with low-latency state replication and reliable session management.
- Architected authoritative multiplayer infrastructure for **“Mutant Mudds”** using **Unreal Engine Dedicated Server (C++)**, handling server-side simulation, replication, and session lifecycle management to support thousands of concurrent players.
- Integrated **PlayFab backend services** with Unreal Engine to manage matchmaking, player profiles, progression systems, inventories, leaderboards, and cloud saves for live-service operations.
- Developed **custom backend services in Go (Golang)** to support matchmaking orchestration, telemetry ingestion, economy validation, and gameplay analytics, ensuring low-latency communication between Unreal clients, dedicated servers, and platform services.
- Engineered dynamic in-game economy systems for **“Mutant Mudds”** using **C++** and RESTful service integrations, enabling secure transaction handling and contributing to a 10% increase in in-app purchases.
- Designed and maintained high-throughput game databases for **“Mutant Mudds Deluxe”**, utilizing **MongoDB** for scalable NoSQL storage and **SQL-based schemas** for transactional integrity and reporting.
- Spearheaded cloud infrastructure integration for **“Mutant Mudds”**, deploying backend services and Unreal Dedicated Servers on **Google Cloud Platform**, containerizing workloads with **Docker**, and reducing operational costs by 25% through efficient resource scaling.
- Programmed complex AI-driven NPC behaviors for **“Technotown”** within **Unreal Engine**, using **Blueprints** for high-level logic orchestration and **Lua scripting** for nuanced behavioral tuning.

- Led the development of an advanced AI combat system featuring modular combat actions, reactive dodging, recoil handling, multi-weapon support, sound detection, and dynamic footstep response.
- Designed and implemented a **robust character animation framework** supporting multiple states, modes, and stances, enabling smooth and extensible animation blending for both humanoid and creature characters.
- Implemented game server analytics pipelines for Unreal-based titles using **Python** for data processing and **AWS EC2** for scalable analytics workloads, improving server scaling efficiency by 15%.
- Managed **CI/CD pipelines** across multiple game projects using **Azure DevOps**, automating build, test, and deployment workflows with **PowerShell scripts** and **YAML-based pipelines**, accelerating release cycles by 20%.
- Integrated **PlayFab services** for **“Totes the Goat”**, implementing automated player progression tracking, cloud save management, and live configuration updates, contributing to a 10% increase in daily active users.

**Junior Game Developer and Designer** 08/2012 – 01/2015 | Portland, Oregon, US

*Watson Creative*

- Orchestrated the full development cycle of "Wolfenstein RPG," leveraging **Unity** with **C#** and **Cocos2d-x** with **TypeScript**, enhancing player engagement and increasing session lengths by 8%.
- Led the game mechanics design for Runner's Rift," utilizing advanced **C#** and **JavaScript** techniques, which boosted player retention rates by 6% through responsive and dynamic gameplay elements.
- Utilized Java to build robust backend systems for multiplayer games, including real-time chat functionalities and leaderboards, which supported thousands of concurrent users.
- Developed several engaging 2D games using **Phaser.js**, focusing on creating intuitive gameplay mechanics and compelling visual storytelling to enhance player engagement.
- Developed the platformer "Doom || RPG" using **Unity**, employing **C#** for scripting physics and animation systems, resulting in a 21% increase in user experience ratings.
- Achieved a 97% stability rate across web and mobile platforms for "Mind Bend" by optimizing performance using **HTML5** and **WebGL**, ensuring seamless gameplay.
- Assisted in crafting a turn-based strategy game, scripting AI behaviors and combat systems in **GDScript**, leveraging **Godot**'s robust framework for rapid gameplay prototyping.
- Contributed to "Color Rush" by designing complex level maps with **Godot's** scene system, praised for their creativity and technical ingenuity in challenging players.
- Designed and modeled engaging game environments for "Runner's Rift' with Adobe Photoshop and modeled 3D assets in Blender, leading to a top 10 Steam indie game ranking.
- Streamlined "Wolfenstein RPG's" user interface using **Figma** for UX design, successfully reducing player onboarding time by 30% through intuitive design practices.
- Authored efficient, modular code for an open-world adventure game, utilizing **C++, Python**, and **TypeScript** to reduce load times by 18% and decrease player drop-off rates by 13%.
- Expedited the development of "Knight's Journey" by 32% through the use of **PixiJS** for rendering and **Corgi Engine** for rapid 2D game development, leveraging **JavaScript** and **TypeScript**.
- Enhanced player interface experiences by developing a **Vue.js**-powered settings menu, contributing to a 4% increase in daily active users through improved user engagement.
- Championed **Agile** methodologies and **Git** version control across team projects, significantly boosting deployment frequency and halving rollback incidents, thus improving overall team efficiency.

## EDUCATION

**Bachelor of Computer Science** 2008 – 2012 | Iowa, US

*University of Iowa*

Activities and societies: Game Dev Club

## SKILLS

**Programming Languages & Scripts**
HTML5/CSS, Java/C#/C++, Lua/GDScript, Typescript/Javascript, Python, Dart

**Playable Ad Networks & Mediation**
Google AdMob, IronSource,  AppLovin (MAX), Unity ads, Facebook, Tiktok, Mintegral

**Web & App**
**Web:** React/Next.js, Vue.js, Angular, TailwindCSS, ShadCN, Node.js/Express.js, NestJS, RESTful/GraphQL APIs, Golang, C#/.NET
**App:** Flutter, React Native, Expo, Capacitor

**Blockchain**
Solidity, Web3.js/Ethers.js, Smart Contracts, Wallet Integration

**Design/Art Tools**
Figma/Adobe Photoshop/Blender/ZBrush/Maya

**Game Engines & frameworks**
- Unity/Unreal Engine/Godot/Cocos Creator
- Pixi.js/Phaser.js/Three.js/WebGL/Construct/Defold
- StakeEngine - Pixi.js/Pixi-Svelte/React/Vue/Svelte/Gsap

**Networking**
Photon (PUN/Fusion), Socket.io, Colyseus, Unity Netcode, Mirror, Nakama, PlayFab, GameSparks, PlayFab, KBEngine, Purrnet, SmartFoxServer

**Database**
MongoDB, PostgreSQL, Redis, MySQL, Firebase/Firestore

**Cloud Services**
AWS (EC2, S3, Lambda), GCP, Azure, Docker, Kubernetes, Terraform, CI/CD (GitHub Actions, Jenkins), Firebase

**Development Practices**
DevOps/Docker/Agile/Scrum, ClickUp/Notion/Jira

## LANGUAGES

- English
- Japanese