

# Walker Lindley

## Skills and Summary

Technical leader experienced in leading teams to build cross-platform, full stack products. Quickly learns new languages and platforms and has experience building top apps on mobile, web, and desktop platforms.

- Languages: JavaScript (browser & Node), C#, C/C++, Python
- Specialties: DevOps, technical leadership, automation, gameplay, localization, asset management tools, client/server communication, risk management, and SOLID engineering

## Experience

### **Director of Engineering**, Pluto

Seattle, WA October 2015 to Present

- Led several engineering teams to take product from internal prototype to a stable, scalable communication service while repeatedly delivering on-time and under budget.
- Instituted engineering best practices including source control, TDD, pairing, SOLID principles, microservice architectures, automated deployments, etc.
- Leader in organizational improvement from conflict resolution and hiring processes to new team structures in support of increased productivity and longer-term planning.

### **Technical Director**, Gameloft

Seattle, WA December 2014 to September 2015

- Hired 5-person engineering team ahead of schedule and under budget.
- Mentored team of junior engineers to estimate accurately and reliably over-deliver on challenging sprint commitments.
- Created hiring practices and management documents that were adopted by all 3 US studios and shared throughout the company worldwide.
- Worked with studio leadership team to set strategy, budget, staffing, and other high level planning while building the studio's team and culture.

### **Game Technical Director**, PopCap Games

Seattle, WA January 2013 to November 2014

- Led 7 person engineering team to ship Peggle 2, a multiplayer Xbox One launch title that was later ported to several other platforms.
- Tracked technical risk of project and worked closely with three middleware partners and Microsoft to deliver game on time.
- Managed day-to-day tasks of engineers while still contributing high quality code.
- Implemented high quality engineering practices to improve code base while shipping a game.
- Provided technical leadership to get PopCap's next big mobile game greenlit.

## Education

Bachelor of Science in **Computer Science**

University of Puget Sound, Tacoma, WA May 2008