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# Walker Wondra-Lindley

## Technical Director

### PROFILE

Technical leader on top-grossing games with experience building teams to create cross-platform, full stack products. Quick learner of new languages and platforms, with existing strength in C/C++, Python, C#, ActionScript 3, JavaScript, Java. Specialized in gameplay, networking, cross-platform development, machine translation, risk management, and SOLID engineering.

### EXPERIENCE

**Gameloft** (Seattle, WA) | DEC 2014 - SEPT 2015

*Technical Director*

- Led development on major iOS product (unpublished to date)
- Built a strong team of five engineers ahead of schedule and under budget, and mentored them on accurate estimation and reliable overdelivery for challenging sprint commitments
- Created hiring practices and management documents adopted by all US game development studios and shared worldwide
- Partnered with studio leadership on strategy, budget, staffing, and high level planning

**PopCap Games** (Seattle, WA) | JAN 2010 - NOV 2014

*Game Technical Director* | JAN 2013 - NOV 2014

- Led a team of seven engineers on Xbox One successful multiplayer launch title Peggle 2
- Managed technical risk management and worked closely with Microsoft and three middleware partners to deliver the game on time
- Contributed hands-on to high quality code and managed daily tasks of staff engineers
- Owned technical leadership for PopCap's next big mobile game greenlight project
- Implemented highest quality engineering practices to improve codebase

*Game Developer* | JAN 2010 - DEC 2012

- Owned technical development of top-grossing titles on Facebook, iOS, and Android
- Dramatically sped up development of iOS games while keeping projects in sync by creating a cross-compiler to translate ActionScript 3 code into C++
- Improved client caching and reduced load times by building an asset management tool for localization

**Pipeworks Software** (Eugene, OR) | JUNE 2008 - DEC 2009

*Gameplay Engineer*

- Led design and implementation of new engine functionality to give more power to the design team while dramatically increasing code reuse.

### EDUCATION

**University of Puget Sound**, Tacoma, WA | May 2008 - *B.S. in Computer Science*

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