


Ayla Myers


Game developer, producer, and team lead with 15 years of professional experience and a proven track record of releasing quality games on time.

PROFESSIONAL EXPERIENCE


Lead Game Engineer & Producer *Doborog* May 2022–Sep 2025

- Released "Clone Drone in the Hyperdome" , a virtual reality sword-fighting Unity game, garnering Very Positive reviews on Steam and 4.6 stars on the Meta store.
- Extensively optimized draw call performance to hit Meta's VRC targets using techniques like GPU instancing, texture atlases, imposters, and baked lighting.
- Established timelines, set release dates, coordinated launch plans, managed project dependencies, and ensured project delivery avoiding "development hell."
- Juiced up voxel destruction with custom fragment shaders and voxel byte data.
- Rebuilt and took ownership of CI/CD pipelines and DevOps infrastructure.

Unity Game Programmer *Vodeo Games* Mar 2020–Feb 2022

- Released "Beast Breaker"  to the Epic Games store and Nintendo Switch, referred to as "the epitome of a hidden gem" on Nintendo Life and scoring a 9/10.
- Implemented turn-based combat mechanics, particles, polish, and juice.
- Made an inverse kinematics workflow powered by Burst-compiled animation jobs.
- Developed a game serialization and autosave system compatible across platforms.


Lead Game Programmer *Sweet Baby Inc.* Jan 2020–Aug 2021

- Released "Lost Your Marbles" , a quirky narrative marble game for the Playdate.
- Designed a 2D physics engine optimized to run on CPU-limited hardware.
- Created a narrative event system to support the complex branching storyline.
- Mentored two teams of junior developers through the entire lifecycle of developing their own games for the Playdate: "Reel Steal" and "Recommendation Dog."

Game Programmer & React Engineer *Castle* Dec 2018–Oct 2019

- Created a dozen example online multiplayer Lua games as learning resources.
- Implemented features like analytics for the React-based game platform itself.
- Identified market opportunities and researched platform competitors.

Game Designer & Founder *8-Bit Mischief LLC* Feb 2018–Mar 2020

- Independently developed several small web games and PICO-8 games such as "Just One Boss"  which received millions of plays across dozens of sites.
- Presented at industry events like Play NYC, PAX East, MAGFest, and No Quarter.
- Personally handled social media, marketing, and the sale of games to sites.

Engineering Manager & Team Lead *Aaptiv* Jun 2018–Mar 2019

- Lead a four-person engineering team tasked with growing and refining a React-based conversion funnel, using metrics and A/B tests to maximize CTR.
- Implemented auto-login support, user behavior tracking, and attribution.

Senior Software Engineer & Tech Lead *Etsy* Aug 2015–Sep 2017

- Co-lead a product team up to and through the public launch of Etsy Studio.
- Mentored junior engineers, helping them advance their web development careers.

Software Engineer *AppNexus* May 2013–Aug 2015

- Built unit-tested JavaScript modules and APIs for real-time bidding software.

Software Engineer *IBM* Sep 2011–May 2013

- Developed JavaScript widgets for IBM's business process management suite.

TALKS & PRESENTATIONS

Multiplayer Game Networking: The Brute Force Approach! [📄](#) *Deconstruct* Jul 2019

PRIDE Panel *Playcrafting* Jun 2019

Let's expand the meaning of "GAME FEEL"!! [📄](#) *!!con* May 2019

Gettin' started makin' games *Catskills Conf* Oct 2018

Procedural Landscape Generation *Never Graduate Week* May 2018

The joys of PICO-8 token crunching!! [📄](#) *!!con* May 2018

"Oh No" Moments in Games *Playcrafting* Mar 2018

Meet & Code Pair Programming Workshop *Recurse Center* Jan 2018

Wave Function Collapse [📄](#) *Code As Craft* Jun 2017

Networking Real-Time Multiplayer Games *QueensJS* Nov 2016

Makin' Pixel Art *Etsy* Mar 2016

SKILLS & TECHNOLOGIES

Game Engines: Unity (8+ years of experience), Godot (5+ years), Unreal (on-and-off)

Asset Creation: Photoshop, Blender, Aseprite, Reaper

Web Development: HTML, CSS, JavaScript, TypeScript, JSON, Node, React, Next.js

Languages: C#, GDScript, GLSL, Lua, Bash, Python, SQL, Java, etc.

EDUCATION

Recurse Center 2017–2018

Self-directed twelve-week retreat for creative programmers.

Rochester Institute of Technology 2007–2010

B.S. in Information Science and Technology.

Cornell University Summer 2005 & 2006