

# Janusz “Jani” Strzepak

Pronunciation: YAW-noosh “YAW-nee” STREZ-peck

Denver metro area, CO

[linkedin.com/in/januszstrzepak](https://www.linkedin.com/in/januszstrzepak)

## SKILLS

**Languages (in order of proficiency):** C#, Matlab, C++, Python, R, C, Java, HLSL, JavaScript

**Engines, Frameworks, & APIs:** Unity, .NET, OpenGL

**IDEs:** XCode, JetBrains Rider, MonoDevelop, Android Studio, RStudio

**Development:** Git, Mercurial, Perforce, Atlassian (Jira, Crucible, Confluence, Sourcetree, Bamboo)

**Environment:** Agile, Scrum

## EXPERIENCE

### Industrial Economics — Software Engineer (Contract)

*(January 2022 - Present)*

- Created a wide range of visualizations for data analysis and validation
- Statistically and geographically analyzed data from large climate datasets
- Implemented hydrologic models to scientists' specifications
- Subcontractor for clients such as the World Bank and the State of New York

### Scopely — Software Engineer (Full Time)

*(January 2020 - June 2021)*

- Created Unity tools to automate level creation
- Developed and designed a data-driven, flexible tutorial system

### Backflip Studios, Hasbro — Software Engineer (Full Time)

*(February 2014 - October 2020)*

- Directed a small team throughout the design and implementation of a flexible tutorial system
- Worked directly with UI artists and UI/UX designers to quickly create dozens of complex, dynamic user interfaces for multiple products in both Unity and our proprietary C++ engine
- Developed new features and debugged across the full stack for a live game with over 45 million downloads
- Designed and implemented shader tool for artists to customize UI color blending, gradients, and orientation in ways that they were familiar with from Photoshop, but are not available in Unity out of the box
- Designed and implemented a customizable console debugging/logging tool that empowered QA to create their own commands, optimizing workflow and avoiding the need for Engineering to become involved
- Created Unity tools for artists to visualize assets in-game, cutting wasted time from their workflow

### Phobic Studios — Software Engineer (Full Time)

*(May 2012 - February 2014)*

- Designed and implemented system for designers to create in-game scheduled events that update game rules
- Designed and implemented tools for artists to quickly create icons from hundreds of 3D models
- Designed and implemented tools for data-driven UI construction which greatly decreased time to add new UI

### MIT — Developer (Contract)

*(April - May 2011)*

- Created the full stack of an interactive web app for both mobile & desktop

### CRMCulture — Application Developer (Full Time)

*(July 2009 - June 2010)*

- Customized Pivotal CRM to match a wide range of customer requirements
- Designed data tables for and interfaced client code with a Microsoft SQL database

### University of Alaska Anchorage — Programmer (Contract)

*(Aug 2006 - May 2007)*

- Modeled climate change impact on Alaskan infrastructure lifetime and cost

## PROJECTS CONTRIBUTED TO

- Games, iOS & Android: [DragonVale](#), Epic Island, Gizmonauts, DragonVale World, two unreleased games
- Web app: [The Greenhouse Gamble Wheels](#)
- Paper: [Estimating Future Costs for Alaska Public Infrastructure At Risk from Climate Change](#)

## EDUCATION

### University of Colorado, Boulder

- MS, Computer Science *(May 2012)*
- BS, Computer Science / Engineering Physics *(May 2009)*