

# Tamar Curry – Unity Developer

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**Summary** Enthusiastic game developer with a strong work ethic, a reputation for writing easy-to-understand code, documentation, and a desire to take on challenging projects since 2008. Experienced in creating games for desktop and mobile devices, and deploying them to the Apple App Store, Google Play, and web while collaborating with team members both on site and remotely.

**Skills & Abilities**

- Highly skilled using C# to code UI, animations, and tools in the Unity Engine
- JavaScript (JS) and debugging web content
- Experience in making tools and asset pipelines for game designers and artists
- Tortoise SVN and Github for version control
- Experience with Adobe Creative Suite for authoring/adjusting content
- Refactoring code to account for added functionality, features, and performance optimization
- Working knowledge of Python for general usage and tooling
- Familiar with task/reporting software system JIRA, Asana, Trello, and Zendesk

## **Work History** **Playsaurus, Inc – Lead Developer – Aug 2016 to Mar 2025**

- Provided guidance, instructions, and conducted code reviews for two junior developers who worked on new game features
- Implemented ad mediation SDKs from IronSource and AppLovin, in-app purchases, and analytics in our mobile games
- Created asset pipelines for each game to save time exporting artwork to the appropriate format
- Clicker Heroes (Unity Port): one of the world's most popular idle games
  - Ported all code and game assets to Unity so we could continue supporting it after support for the Flash player was discontinued
  - Handled bug reports, feature requests from players, and took initiative in implementing quality-of-life changes
  - Wrote tools for Unity to streamline asset creation, building, app signing, and Mac notarization processes for iOS, Android, PC, Mac, and web
- Poker Quest: a fantasy poker themed roguelike RPG
  - Programmed turn-based combat, the world map, card hand logic, and in-game tutorial
  - Wrote a CSV and rules parser to easily import data and logic for characters, equipment, and abilities from spreadsheets
  - Took initiative in optimizing card hand logic speed so that gameplay would remain fast, stable, and speedrun-able
  - Programmed a hot key system so players could easily interact with UI using the keyboard as well as the mouse
- Crossy Road Rage: a beat-em-up idle mobile game for the Crossy Road franchise
  - Worked with IP owners to make sure licensed characters were properly represented in the game

- Programmed the gameplay, world visuals, animations, UI, and in-game tutorial
- Communicated with translators at OneSky to clarify and fix localization issues for several different languages

### **Playtika Santa Monica — Senior Developer — Dec 2011 to Jul 2016**

- Wrote code for in-game UI, game features, and Facebook JS API integration
- Worked with the front end team and QA to track down and fix bugs and performance issues for a variety of different in-game systems and devices
- BINGO Blitz: one of the world's most popular online BINGO games
  - Helped refactor the original game so that it could be played on a variety of different sized mobile devices in addition to Facebook
  - Programmed post match reward animations
  - Wrote tools for to help artists convert complex animations originally made in Flash to a Unity friendly format
- Penguinauts: a penguin themed match 3 puzzle web game
  - Wrote gameplay code and rules parser

### **Meteor Games — Senior Developer — Jun 2008 to Nov 2011**

- Programmed UI and game features
- Neopets Treasure Keepers: a dungeon crawler and shop management simulator based on the Neopets franchise
  - Created a standalone tool so artists could create a variety of different skin/fur color combinations and outfits for game characters
- Serf Wars: a kingdom management simulator
  - Programmed the in-game tutorial and a minigame
- Ranch Town: a ranch themed farming simulator
  - Wrote code for tech trees allowing players to craft different items by inputting different ingredients into a variety of machines
- Little Rock Pool: an aquarium simulator
  - Programmed unique behaviors for different species of fish
- Island Paradise: a tropical island themed farming simulator
  - Assisted in implementing new assets and sound effects into the game
- Vikings, Pirates, Ninjas: a fantasy themed browser based RPG
  - Pitched, prototyped, and programmed several minigames in Flash
  - Programmed a robust character customization system that allowed different skin tones, hair styles, and equipment for player characters

### **Education Savannah College of Art and Design**

BFA Interactive Design and Game Development