Elliot Pjecha

Unity Software Architect and Developer

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I'm a Kansas City-based Unity software architect and developer who is passionate about code quality, structure, and design. I develop clean, robust, exceedingly testable code for every point along the front-end application flow, from pre-deployment tools to runtime debug utilities to user-facing UI and features. I've deployed to every major platform and provided ongoing LiveOps support for multi- and single-user applications. Some of my best work has been on large-scale, synchronous, multi-user applications that required extensive knowledge of asynchronous and threaded programming practices. On these projects I was routinely challenged to treat what I thought was impossible as a suggestion instead of a rule. Ever since, I love to push my work out past what I think is possible.

Skills
Many aptitudes, centered around Unity game development

- **Game Development,** Continuous Deployment, LiveOps, 2D/3D Computer Graphics / Mathematics / Physics, XR (VR & AR)
- **Unity Game Engine,** C#, .NET, Photon Unity Networking, Git, Github, VS Code, AWS, Loggly, Linear, Notion, JIRA
- **Multiplatform Deployment,** WebGL, iOS, Android, Windows, Mac, Vision Pro, Oculus Quest 1/2/3/Pro, MRTK, Photon Plugins
- **Project Management,** Requirement Gathering, AGILE, Code Architecture and Framework Development, Client Interfacing

Experience
14 years of cross-platform, multiplayer, LiveOps, XR, web, and mobile development

Co-Founder and CTO
Together Online, Jan 2024 - Dec 2024
- **Concepted, designed, architected, and shipped Together Online**, taking it from idea to fully-fledged app in a few short months
- **Built cross-platform multiplayer AR UX,** allowing users to join in with whatever device they have on hand, no walled gardens
- **Deployed world-first virtual streaming camera,** making zero-overhead, real time AR streaming a reality for the first time ever
- **"This is the most polished AR meeting experience I have ever had"-** actual quote from a recent Together Online beta tester

Senior Unity Engineer
Artie, Nov 2022 - Dec 2023
- **Re-architected existing Pong Legends client**, taking it from a loosely realized alpha to production-grade application
- **Built and maintained developer tools** such as remote logging, feature flags, state management, unity editor testing tools
- **Developed complex features** around user authorization, game rewards, matchmaking, and real time game state synchronization
- **Deployed and supported Pong Legends** on mobile via the browser on iOS through Safari and Android through Chrome

Architecture and Feature Engineer
Spatial Systems, Feb 2017 - July 2022
- **Developed a real-time peer-to-peer social platform** from the first line of code to full, cross-platform deployment
- **Architected and developed an application framework** capable of performant real-time cross-platform communication
- **Led small teams over the course of months** in implementing extensive features which fundamentally changed the application
- **Implemented, without prompting, user permission tools** which went on to be the main source of income for the company

Contract Software Developer
Toptal, June 2015 - Feb 2017
- **Structured and documented code** in a clean, easy-to-interpret, easy-to-edit manner
- **Read and interpreted existing code bases** in order to make stable improvements
- **Worked individually and on teams** of varying sizes on both full-stack projects and individual modules

Application Developer
Bazillion Pictures, June 2010 - Oct 2014
- **Developed educational and advertisement experiences** for a variety of desktop and mobile platforms in a C# environment
- **Aided in concept, planning, scheduling, development,** testing and deployment of applications]
- **Worked closely with artists and designers** on UI, game model, environment, and storyboards
- **Researched and advised clients** on hardware requirements and prices for "installment" style application deployments

References Available Upon Request