

Stanley Chiu

Senior Software Engineer · Unity3D / C#
Calgary, AB, Canada · stanleychiu@pm.me · +1 (403) 434-4234
github.com/stanleychy · linkedin.com/in/stanleychy

Summary

Unity/C# engineer with 8 years in game development, shipping combat, progression, economy, and live-ops systems across mobile/PC/VR free-to-play titles. Owns features end-to-end—from technical design through CPU/GPU profiling, memory optimization, and live support—and builds the internal tooling that lets small teams iterate fast. Deep, daily use of LLM-assisted development (Claude Code) to produce production-ready code, internal tooling and tests. Strong cross-functional communicator, comfortable owning ambiguous, early-stage work. Fully remote-ready across Canada/US.

Shipped Titles: myVegas Slots (mobile F2P Live-Ops), Parallel TCG (PC/mobile), NFL Pro Era (VR)

Technical Skills

Languages: C#, Python, JavaScript, TypeScript, SQL, Solidity

Engines & Tools: Unity, Git, CI/CD

Gameplay & Live-Ops: Combat & ability systems, meta progression, in-game economy, social features, live events, feature flagging, remote configuration

Mobile & Performance: Android/iOS, CPU/GPU profiling, memory management, texture optimization, asynchronous patterns

AI-Assisted Development: Claude Code / LLM-integrated production workflows

Tooling & Platform: Test automation, developer/internal tooling, SDK development, REST APIs, WebSocket

Data & Analytics: Snowflake, Tableau, statistical & economy modeling

Practices: SOLID principles, Agile/Scrum, Professional Scrum Developer I (PSD I)

Experience

Unity Software Engineer (Contract) — Funchy Games, Canada | February 2026 – July 2026

Unity, C#, Claude Code, CI/CD, GitHub Actions

- Designed, implemented, and iterated from prototype to a full vertical slice with an art director and game designer, built features including the core gameplay system with abilities in combat (buffs/debuffs, status effects, conditions), meta progression and in-game economy.
- As the **sole engineer**, owned the full technical architecture and established codebase structure, CI/CD, and coding standards as scalable foundations for the team to build on.
- Drove a deeply integrated LLM assisted workflow to produce production-ready code, internal tooling and tests, accelerating iteration on a small, fast-moving team.

Unity Software Engineer — Parallel Studios, Canada | May 2024 – June 2026

Unity, C#, Claude Code, CI/CD, Sentry

- Delivered ~100 cards across two shipped expansion releases for the Parallel TCG — implemented card traits, ability triggers, and combat interactions, and designed/implemented features extending the card gameplay system to support new mechanics.
- Helped ship the Parallel TCG to mobile (Android & iOS) — drove CPU/GPU profiling, memory management, and texture optimization, and introduced asynchronous patterns on the critical path to meet mobile performance targets.
- Led development of the automated testing system, reducing regression test effort by over 30%.
- Built internal tooling that automated previously manual localization workflows, reducing turnaround time from days to minutes and minimizing errors.
- Re-architected the playing field alongside two other Unity engineers, eliminating substantial tech debt and leaving the codebase materially easier to extend.

Senior Software Engineer (Contract) — AccelByte Canada Inc., Canada | Apr 2024 – May 2024

Unity, C#, VR, REST APIs, SDK Development

- Embedded with enterprise VR game studio StatusPro, to lead technical transition of the licensed title NFL Pro Era from versioned releases to live-ops model.
- Implemented Meta Quest in-app purchase infrastructure and AccelByte backend services, replacing annual release cycle with live-ops capability for sustained revenue growth.
- Integrated social features including leaderboard, achievements, and friends system using AccelByte SDK, establishing foundation for player retention and engagement.
- Created comprehensive migration documentation and handover guides, ensuring client team could maintain and expand live-ops features independently.

Senior Software Engineer I — AccelByte Canada Inc., Canada | July 2022 – Feb 2024

Unity, C#, WebSocket, REST APIs, SDK Development

- Led major SDK architecture refactoring initiative to unify PC and mobile SDKs into a single codebase, reducing maintenance overhead by 50% and eliminating platform-specific bugs.
- Mentored engineers and led code review on the Developer Education team to ship **Byte Wars**, AccelByte's open-source Unity reference game teaching client studios to integrate the SDK.
- Served as the technical point of contact in the strategic partner studio's planning meetings, helping clarify engineering priorities and resolve blockers that could have delayed their release.
- Researched and prototyped solutions that informed architectural decisions, working across teams to improve developer experience for customers and fellow engineers.

Full Stack Developer — Unicorn Studio, Hong Kong | Feb 2022 – June 2022

Unity, C#, .NET Core, Solidity, Ethereum, React, Next.js, TypeScript, AWS

- Built responsive company website, prototype game systems and server architecture as founding engineer for the pre-seed startup.
- Designed game loop, economy, and roadmap alongside founders and product manager.

Associate Game Scientist — Playstudios Asia Ltd., Hong Kong | April 2021 – Feb 2022

Game Design, Python, SQL, Snowflake, Tableau

- Developed math and economy model simulation tools that reduced operational cost by 80%.
- Designed live events and core gameplay with the lead designer and product manager, boosting daily revenue by over 40%.

Content Engineer — Playstudios Asia Ltd., Hong Kong | June 2018 – April 2021

Unity, C#, Python, JSON

- Designed and built a UI automated testing tool that replaced much of manual testing, improving release stability and cutting operational cost by 80%.
- Built content-management tools on the studio's version-controlled remote-configuration and feature-flagging system, enabling non-technical teammates to deploy game updates (+20% team productivity).

Projects

- Author of a Unity package for emoji integration (TextMeshPro) — <https://github.com/stanleychy/com.stanleychy.textmeshpro.emoji>
- Founder of zkAutoChess, an on-chain auto chess game built to explore zero-knowledge proofs — <https://github.com/stanleychy/zkautochess>
- Gameplay programmer, Grandmarathon — Global Game Jam 2019 team finalist

Education

B.Eng., Computer Science — The Hong Kong University of Science and Technology

Certifications

Professional Scrum Developer I (PSD I)