Violet Mire

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WORK EXPERIENCE

Platform Support Engineer | *Niantic, Inc.* *Feb 2024 – May 2025*

- Delivered technical support for developers integrating Niantic's AR/MR SDKs (Lightship/ Scaniverse), ensuring smooth implementation of platform and features in Unity geospatial projects.
- Assisted developers with C# debugging, troubleshooting, and performance optimization, enabling efficient workflows and reliable software deployment.
- Managed support ticket lifecycle and collaborated closely with engineering teams to escalate and resolve issues, maintaining clear communication with internal teams and external clients.
- Contributed to documentation, testing, and validation processes, improving overall SDK usability and developer experience.

Gameplay Programmer | *Easy Games* *Feb 2022 – Apr 2023*

- Designed and implemented core gameplay systems and mechanics, focusing on modular, scalable architectures suitable for PVP and PVE titles.
- Conducted regular balancing and testing of incoming features on a weekly basis for thousands of concurrent players on PC and mobile platforms.
- Refactored legacy TypeScript codebases to improve maintainability, performance, and cross-platform stability.
- Collaborated with cross-functional teams, including game designers, artists, and other programmers, to implement and refine game features.

Lead Game Developer | *Wynmere Studios* *Jan 2022 – Present*

- Delivered freelance Unity development services for clients, building custom gameplay systems, prototypes, and developer tools tailored to project needs.
- Rapidly prototyped 2D/3D and XR experiences, translating creative concepts into playable demos and iterating quickly based on client feedback.
- Designed reusable, modular Unity scripts and tools to accelerate development pipelines and support cross-project functionality.

PERSONAL PROJECTS

Procedural Map Generator *2021*

- Engineered a biome-based procedural tilemap system with weighted spawn logic, modular scripts, and prefab examples, enabling rapid prototyping across multiple projects.

Magick Ascending *2020*

- Built a scalable serialized behavior system for NPCs with modular states, conditions, and triggers supporting procedurally generated encounters at scale. Scripted intricate spellcasting systems leveraging event queues and AI that dynamically responded to real-time player decisions.

EDUCATION

Bachelor of Science in Computer Science – *University of Louisiana at Lafayette*
Concentration: Video Game Design & Development

TECHNICAL SKILLS

Programming: C#, TypeScript, JavaScript, C#, C++, Go

Tools: Unity (2D/3D/VR), Unreal Engine, GitHub, Git, Visual Studio Code