

Megan Darkwell

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SUMMARY

Senior Software Engineer with over 10 years of experience of software development, and over 5 years within the game industry. Deployed multiple titles to various gaming platforms, ranging from singleplayer closed loop games to online games with live matchmaking, leaderboards, and competitive leagues.

AREAS OF EXPERTISE

C# • Python • Java • ASP.NET • MySQL/NoSQL • Entity Framework & ORMs • Unity • Godot • Docker • Kubernetes • Redis • Blazor • Azure • Code & Query Optimization • SignalR • WebSockets • Live Service Deployment • CI/CD • Cross-platform Development

ACCOMPLISHMENTS

- **Deployed Multiple Titles to Steam**, including setting up the back-end platform settings in preparation for launch and integrating updates via CI/CD across multiple platforms.
- **Developed Large-scale MMO Infrastructure**, using ASP.NET Core, Entity Framework, and Redis to develop a containerized server which was then deployed using Azure Cloud Services.
- **Responsible for Development of \$2M Project**, which required coordinating development efforts amongst multiple engineers and designers, architecting large systems with modular parts, and was responsible for interviewing, onboarding, and training new hires.
- **Experienced in Code Security Analysis**, mitigating the risk of potential vulnerabilities in systems that could harm users and the system. Previously identified and fixed numerous major CVEs in live services tangibly reducing the harm bad actors were causing to other users within the system.

CAREER PROFILE

Big Blue Sky Games, Senior Software Engineer (Jun 2022-Jun 2025)

Developed a game in C# and shipped a title to Steam, while also working on a Unity-based game in the final year. Designed and implemented tools to streamline the development process and to improve performance.

Elsewhere Communities Inc, Senior Software Engineer (May 2024-Aug 2024)

Tasked with network implementation and optimization of a Godot-based game written in both C# and GDScript. Wrote numerous systems to optimize performance of procedural generation and resource loading.

Jagex Ltd, Software Engineer (Apr 2014-Aug 2014)

Contracted to work on the live service game Ace of Spades to fix numerous vulnerabilities being exploited by bad actors which impacted the player's online experience.

Dequeue Ltd, Software Engineer (Nov 2015-Mar 2019)

Contracted to develop automation software for company clients seeking to automate everyday tasks done through user interfaces.

Independent, Contractor (2014-2022)

Worked with multiple internet startups and private parties to develop bespoke software.