

Owen Ravelo

Aurora, IL · Remote, hybrid, or on-site (Chicago area)

owen@ravelo.dev · (630) 248-0886

<https://github.com/sim2kid> · [linkedin.com/in/owen-ravelo](https://www.linkedin.com/in/owen-ravelo) · <https://owenravelo.dev>

Profile

Software engineer with four years building and shipping Unity and TypeScript products in a game studio. Works in C# and Unity 6 on multiplayer games and client apps, and in TypeScript on web products deployed to AWS. Has migrated live multiplayer infrastructure, built products solo from concept to launch, and led a small team through planning and code review. Ships on iOS, Android, Steam, web, and VR.

Key Skills

- Unity 6 & C#
- Multiplayer Networking
- Photon Fusion & Unity NetCode
- CI/CD (GitHub Actions)
- iOS, Android & Steam Builds
- LLM Integration (Vercel AI SDK)
- Code Review & Git Workflow
- TypeScript & Node.js
- Dedicated Servers (EdgeGap)
- AWS (S3, CloudFront, OIDC)
- Web (Next.js, React, Webpack)
- API & Backend Development
- Docker & Linux
- Agile / Scrum

Experience

Robot Sea Monster Games / RSM Studio – Remote

Software Engineer 09/25 – 09/26 *(title standardized company-wide; same scope)*

Technical Lead 01/24 – 09/25

Unity Developer 07/22 – 12/23

- Migrate AirRaid Football's live matchmaking and dedicated-server infrastructure from Unity Multiplay to EdgeGap after Multiplay announced its shutdown, meeting the external cutoff with no interruption to live service, and rebuild the game's play simulation in Unity 6.
- Build FIGURD, a daily browser math game, as sole developer from concept to live product: TypeScript and Webpack client, AWS S3 and CloudFront deployment, a subscriber PDF and email workflow, and a competition mode used in school math contests.
- Sole Unity developer on tgthr (iOS/Android), a 3D-globe messaging app: 2D interface, API integration, geolocation, deep links, and native input fields.
- Build gameplay algorithms, UI, networking, server deployment, and CI/CD for Stellar Dust, a multiplayer Oculus VR game in Unity with Photon Fusion.
- Prototype Zaggar, an AI workflow platform, in TypeScript with the Google Drive API, and put the Vercel AI SDK in front of the models so providers can be swapped instead of locked to OpenAI.
- On Pickford, a multi-agent AI system, connect AI calls to Unity scenes, build scene loading, and add in-game recording for Twitch.
- As technical lead for up to 2 developers, break scope into tasks, estimate, run standups, and review pull requests. Main technical contact for clients.

STIGMA App – Remote

Software Engineer Intern 04/22 – 02/23

- Built the database and API backend for an existing product and advised on its development roadmap.

Results

Four years shipping live, client-facing products. Delivered a forced infrastructure re-platform against an external vendor deadline with no interruption to live service. Shipped a title rated Very Positive on Steam. The technical person clients talk to about scope and delivery risk.

Open Source

GitHub (sim2kid): Google Stadia controller support for Unity's Input System, a serializable Dictionary with an Editor property drawer for Unity, a Scryfall card-lookup bot for Matrix, and Docker tooling for a Matrix-Discord bridge.

Recognition

Eagle Scout · Boy Scouts of America, 2018

Welcome, Get Out! · Released on Steam, rated Very Positive (81% of 79 reviews). Lead programmer, game designer, and Scrum Master; built in Unity and C#.

Education & Credentials

B.A., Game Design · Columbia College Chicago

Programming minor. Lead programmer on two team games, including the capstone Strange Cargo.

References available upon request.