Stephanie Lincke

Senior Unity Game Developer – Mobile & Multiplayer Focus

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Professional Summary

Experienced game developer with over 15 years in the industry, focusing on Unity-based mobile games and scalable multiplayer systems. Strong track record shipping and supporting free-to-play titles, building robust cloud backends, and integrating analytics, CI/CD, and liveops pipelines. Adept at fast prototyping and iteration, with hands-on experience leading gameplay development, optimizing mobile performance, and scaling real-time multiplayer infrastructure.

Core Technical Skills

Game Development:

Unity (2D/3D), C#, mobile F2P, gameplay programming, rapid prototyping, liveops systems, UI/UX

Mobile and F2P systems:

Performance optimization, monetization strategy, retention tuning, A/B testing, analytics integration

Cloud and DevOps:

Azure, AWS, Google Cloud, Terraform, Docker, GitHub Actions, CI/CD, observability tooling

Multiplayer and Backend:

SignalR, REST APIs, .NET Core, Firebase, real-time game logic, matchmaking, scalable backend architecture

Tools & Practices:

Agile/Scrum, remote collaboration, performance profiling, debugging, secure architecture

Professional Experience

Founder & CEO | Dolphin Ridge Games
Oct 2019 – Present | Wellington, NZ (Concurrent role)

- Developed and launched F2P mobile titles independently
- Prototyped real-time multiplayer gameplay and cloud-integrated meta systems
- Provided Unity and backend consulting for mobile-focused clients

Senior Game Developer & Build Engineer | Wētā Workshop
Jan 2023 – Aug 2024 | Wellington, NZ (Concurrent role)

- Gameplay engineering and build systems for Unity-based commercial title
- Implemented analytics pipelines, performance tests, and CI automation
- Project: *Tales of the Shire*

Senior Game & Backend Developer | 2UP Games
Jan 2021 – Jun 2024 | Wellington, NZ (Concurrent role)

- Led Unity development for multiplayer prototypes in F2P mobile
- Designed cloud-hosted backends for real-time sync using Azure/GCP
- Integrated AI tooling and analytics into gameplay and ops workflows

Senior Unity Developer & Consultant | Iteration One
May 2022 – Oct 2022 | Remote

- Modernized a legacy mobile Unity project for smoother dev cycles
- Tuned performance and live interactions for 3D mobile devices
- Project: *Idle Nightclub Tycoon* (Google Play / App Store)

Senior Network Programmer & DevOps Engineer | Magic Leap
Oct 2017 – Oct 2019 | Wellington, NZ

- Built real-time systems and AR gameplay in Unity
- Maintained infrastructure using Terraform, Jenkins, AWS
- Developed analytics and CI tooling to support Unity workflows
- Project: *Dr. Grordbort's Invaders*

Self-Employed Deverloper & Consultant
Mar 2016 – Oct 2017 | Germany

- Backend systems and Unity features for clients incl. *Angry Birds Evolution*
- Full DevOps pipeline for mobile games using AWS, Docker, and Terraform

Game & Backend Engineer | flaregames GmbH
Oct 2011 – Feb 2016 | Karlsruhe, Germany

- Unity development for F2P titles with live multiplayer
- Backend engineering and server design for scalable systems
- Notable titles: *Throne Wars*, *Nonstop Knight*

Game Developer | GameForge GmbH
Apr 2007 – Sep 2011 | Karlsruhe, Germany

- Full-stack web game dev for large-scale browser MMOs
- Notable title: *Wild Guns*

Certifications

- AWS Certified Solutions Architect – Associate
- AWS Certified Developer – Associate

Languages

- German (native)
- English (fluent)
- Spanish (conversational)