

Marc Anthony Polican

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Portfolio: <https://marcpolican.com>, Github: <https://github.com/marcpolican>

SUMMARY

A software engineer with 10 years of Unity experience building free to play casual games for mobile devices. Shipped multiple games across multiple platforms throughout my career. I thrive in cross-functional team environments. I am hungry to build a hit game played by millions of players.

TECHNICAL SKILLS

- **Languages:** C#, C++, Typescript, Javascript, Google Apps Script, Python
- **Game Engines:** Unity, BabylonJS, OGRE3D, Custom game engines
- **Development tasks:** Design software architecture, Gameplay programming, Multiplayer programming, Implement game systems, Debugging, Optimization, Prototyping, Integrating SDKs, Researching new techniques, RESTful API Integration, Code review
- **Platforms of released games:** Windows, iOS, Android, Sony PSP, Nintendo DSi, Html5/WebGL
- **Cloud & BaaS:** Firebase, PlayFab, AWS (S3, DynamoDB, EC2, CLI)
- **Source Control & CI/CD:** Git, Subversion, Jenkins, Bamboo
- **Multiplayer:** Photon Multiplayer, Colyseus
- **Soft Skills:** Leadership, Mentoring, Management, Interpersonal skills, Teamwork, Planning, Prioritization, Communication, Adaptable, Innovative, Collaborative

ACCOMPLISHMENTS

- **Released multiple games** throughout my career on **multiple platforms** including mobile, handheld consoles and PC
- **Co-founded Altitude Games**, a game studio, that released free-to-play mobile games and co-developed games with other partners in the game industry
- **Lead the game engineering department** of Altitude Games, where I mentored engineers and led the vision for the technology used in our games.

WORK EXPERIENCE

Senior Software Engineer - Revolving Games

Remote, Vancouver, BC, Canada - April 2024 - July 2025 (1 year 3 months)

- Built and integrated the in-game chat system frontend for War of Nova, that supported real-time communication for 200+ concurrent users.
- Designed and implemented various UI components, including menus and popups for optimal User Experience (UX)
- Hatchlings (WebGL) optimization, improved load time by 40% and reduced memory usage by 30%
- Conducted exploratory R&D on topics such as Web3 integration and Unity post-processing techniques to see if these can be used in our products

Engineering Director & Co-Founder - Altitude Games

Remote, Singapore - Mar 2014 - April 2024 (10 years)

- Lead the programming of 4 mobile casual games from start to release as well as several unreleased titles
- Architect and build systems to make sure the project is well organized and easy to maintain
- Optimized games on the target platforms to achieve the best possible performance
- Developed a reusable Unity game library and tools that help streamline development across teams
- Integrated PlayFab as the backend to support our games which improved our ability to support live operations for released titles
- Manage the engineering department of upto 8 engineers, provide just-in-time feedback and conduct quarterly one-on-ones

Lead Game Programmer - Boomzap Entertainment

Remote, Singapore - Oct 2010 - Feb 2014 (3 years 5 months)

- Ported 5 C++ PC games to iOS, and released to the App Store
- Developed, maintained and owner of the shared iOS codebase, so that each new port can be done faster, better and less defects
- Developed a new strategy game intended for iOS (unreleased)

EDUCATION

De La Salle University - Bachelor of Science in Computer Science

Major in Software Technology | Jun 1998 - Apr 2002