

GREGG WILLIAMS

Lead Gameplay / Systems Engineer

Palestine, TX (Remote)

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SUMMARY

Lead engineer with 15+ years experience building gameplay systems, custom engines, and live-operational games across MMO, console, and mobile.

Former lead developer on Legends of Aria, Mexican Train Dominoes Gold, RobotRiot, and 30+ shipped titles. Expert in C++, C#, networking, and performance optimization. Known for mentoring teams, modernizing legacy codebases, and delivering stable, scalable technical systems.

CORE SKILLS

- Languages: C++, C#, Lua, Python, Objective-C, Java
 - Engines / Tech: Unity (deep integration), custom C++ engines, OpenGL/ES, Metal, PS4/Switch SDKs
 - Networking: Server authority, rollback/prediction, reliable UDP, AWS EC2, Steam API
 - Leadership: Remote team lead, hiring & onboarding, code reviews, technical direction
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EXPERIENCE

Senior Software Engineer (Contract) — Santa Barbara Games

Nov 2024 – Jan 2025

- Upgraded legacy client-server MMO to authoritative Unity-based combat model
- Implemented server-side input buffering, interpolation, and bot load-testing on AWS
- Modernized legacy systems while preserving deterministic simulation

Technical Lead / Head of Development — Glowing Eye Games

2012 – Present

- Built and maintained proprietary C++ engine powering 20+ commercial titles (iOS, Android, PS4, Switch)
- Led core team of 2–3 developers + contractors from prototype through live ops
- Architected hot-reload Lua scripting, localization systems, and asset tooling

Lead Developer / Community Engineer — Citadel Studios (Legends of Aria MMO)

2018 – 2019

- Scaled servers from ~100 to 1000+ CCU through C# optimization and memory refactor
- Owned backend, Steam integration, modding API, and live administration tools
- Led 3–4 engineers and coordinated external development teams

Founder / Lead Systems Developer — Retromite / Centurion Games

2009 – 2018

- Developed and shipped multiple commercial titles across Xbox 360, PC, mobile, and Flash
- Created DirectReality engine, 2D tilemap systems, and deterministic turn-based multiplayer stack
- Built internal animation editor, scripting tools, and UI/level design pipelines

Software Engineer — Intel Corporation

2007 – 2011

- Designed internal debugging tools for CPU validation (DDR/QPI/PCI-E paths)
- Supported cross-team silicon power-on efforts in US, Israel, and India

HIGHLIGHTS

- 30+ shipped titles across MMO, console, PC, and mobile
- Scaled MMO concurrency 10× via performance optimization
- Built internal tooling that reduced QA/language testing cost by 300%
- 15+ years of hands-on C++/C# engine and networking experience

INTERESTS

Gameplay engineering leadership, multiplayer systems architecture, large-scale technical direction