

---

# Carolyn Vaughan

## Software Engineer

6355 South Durango Drive #1152  
Las Vegas, NV 89113  
(512) 897-9156  
[carolyncvaughan@gmail.com](mailto:carolyncvaughan@gmail.com)  
<https://carolynvaughan.me>

## SKILLS

Unity  
HTML5

C#  
C++

Objective C  
JavaScript

## EXPERIENCE

### Synergy Blue - *Game Developer*

February 2020 - February 2021

- [Joyride Jackpot](#) - This racing game was my first project as a Game Developer at Synergy Blue. I was charged with refactoring the save system, including hunting down some tricky power failure restoration problems. I also worked on general bug fixes and some UI changes, particularly around the rear view mirror. ( Unity / C# )
- [Area 50 Fun](#) - A light gun shooter with a western theme. My primary task was to rewrite the save system, which was complicated by the number of enemies whose location and active state needed to be tracked. I was able to cleverly leverage the way the enemies were already grouped and the linear nature of the game levels to reduce the amount of information that needed to be saved. ( Unity / C# )

### Design Works Gaming - *Software Engineer*

September 2013 - June 2019

- [Diamond Sky Casino](#) / [Spin Vegas](#) - Developed front end UI of these social casinos in JavaScript with Facebook API.
- [Dragon Journey](#) - The most challenging aspect of this slot game was the animations for the bonus features. The dragon in the feature takes an arbitrary path, so the animation code had to be capable of handling any possible move. ( Unity / IGT SDK / C# )
- [Sweet Riches](#) - The large (and beautiful) multi-row symbols in this title caused some problems with how they interacted with IGT's SDK, with some sleuthing required to track down the root cause and obtain updated code from IGT. ( Unity / IGT SDK / C# )

### Silver Moonfire - *Co-Owner*

April 2012 - July 2013

- [Crystal Collapse](#) - Solo developed tile matching game in Objective C for iOS devices

## EDUCATION

### Sweet Briar College - *Bachelor's in Mathematics - Computer Science*

- Graduated Magna Cum Laude