Drew Giffin

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Professional Experience

Pilot Games, Birmingham, MI

Lead Software Engineer/Mathematician, August 2022 – September 2025

- Designed and developed the company's core math engine, powering regulated pull-tabs.
- Contributed to the design of central game features, providing technical guidance and flagging mechanics that were infeasible within project requirements.
- Designed a UML diagram of the game engine to clearly document system architecture, enabling developers to onboard quickly and contribute effectively.
- Built an automated pipeline to transform configuration files into production ready game packages and whitebox simulations.
- Revived stalled projects by converting single models from failed external partnerships into complete, compliant game packages.
- Led and mentored a team of six developers (internal and external): resolving complex engine logic, and implementation challenges.
- Partnered with project managers to define deliverables, set timelines, and communicate math engine capabilities and limitations.
- Incorporated player behavior features (e.g., near misses) into models, optimizing engagement while maintaining compliance.

Technical Operations Manager, December 2019 – August 2022

- Built and scaled an iPad configuration pipeline using Apple Configurator, increasing throughput from single device setups to hundreds of devices per day.
- Managed a team of five, scheduling workloads and overseeing end-to-end device preparation.
- Streamlined operational processes to support timely distributor shipments while maintaining compliance and quality standards.

Software Engineer, August 2018 - August 2022

- Built a PHP/MySQL system to track and manage thousands of orders and devices, replacing manual processes and improving operational efficiency; the platform remains in use today.
- Trained computer vision pipeline to analyze recorded gameplay of electronic pull-tab decks and report any errors detected.

Certifications

Machine Learning Specialization, Stanford Online, June 2025

Skills

• Python, NumPy, Pandas, Scikit-learn, Matplotlib, Git, CI/CD, SQL, Microsoft Excel

Education

Central Michigan University, Mt Pleasant, MI

• B.S. - Computer Science

Projects

• Trained a logistic regression model to classify stress levels of students using features related to their daily activities.