

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-tab and slot games, with scalable, data driven pipelines.
- Delivered more than fifty regulated games (each with five to twenty model variants), achieving target RTP and volatility across multibillion dollar markets.
- 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 math challenges and ensuring regulatory compliance.
- 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, from software installation and SSID configuration to charging, labeling, and packaging.
- 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.

Certifications

- Machine Learning Specialization, Stanford Online, June 2025

Skills

- Python, Numpy, Microsoft Excel, PHP, HTML, JSS, CSS, MySQL, XML, Git, Unity, C#, C++, C, JSON, Linux, Apache, Game Design, UML, Godot, CI/CD, Nginx, Unicorn, Bootstrap

Education

Central Michigan University, Mt Pleasant, MI

- B.S. - Computer Science

Extracurricular

Central Michigan University eSports Club, Mt Pleasant, MI

President, April 2017 – April 2019

- Oversaw weekly meetings for members.
- Hosted competitions between various schools.