

# 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.

## **Certifications**

- Machine Learning Specialization, Stanford Online, June 2025

## **Skills**

- Python, Numpy, Microsoft Excel, PHP, HTML, JS, 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

## **Projects**

- Built a Django-based web server using Bootstrap to host and showcase a personal portfolio, supported by a CI/CD pipeline for automated updates.
  - <https://drewgiffin.dev>
- Trained a logistic regression model to classify student's stress levels.