Daniel Magnusson

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Summary

Veteran software engineer with 10+ years of experience, including leading high-impact projects at Amazon and building applications from scratch at small startup studios. Proven track record of delivering scalable, high-quality solutions across diverse environments. Specializes in native iOS development, game development, and scalable architectures, with a focus on balancing rapid delivery with high standards.

Skills

Languages: Swift, C#, Objective-C, Golang
Tech: UIKit, Xcode, Godot Engine, Visual Studio, .Net, REST APIs, Core Data, AVFoundation, MapKit
Expertise: Mobile UI/UX, MVC, MVVM, Iterative Game Design, Version Control, Behavior Trees, CI/CD
Earlier Career Skills *(not recently used)*: Unity Engine, Java, HTML, Javascript, C++

Experience

Software Developer & Sole Proprietor | Pastadiablo, LLC | June 2023 – Present

- **Game Development:** Developed *Count the Voids* (Count the Voids Game), winning game at Black Cat Game Jam, ranked 1st out of 135 entries.
  Skills Used: Godot Engine, Iterative Game Design
- **Tycoon Simulation Game:** Building a simulation/management game using C# and Godot.
  Skills Used: C#, Godot Engine, .NET, Behavior Trees, Iterative Game Design
  - **Architecture:** Designed custom data structures and scalable game logic, enabling efficient content creation at scale, supporting the quick generation of thousands of content entities in a matter of hours.
  - **Behavior Tree Library:** Created a custom Behavior Tree library, nearly doubling game AI development iteration speed, leading to faster prototype testing and refinement.

Software Development Engineer II | Amazon | July 2017 – June 2023

- **Simulation Infrastructure Team (Dec 2021 – June 2023):** Developed AWS Kubernetes-based infrastructure supporting large-scale simulations for clients like iRobot and Blue Origin. Built reliable infrastructure in Golang and Java handling thousands of simulations daily.
  Skills Used: Golang, Java, CI/CD
- **On-Road Efficiency & Optimization (OREO) Team (June 2018 – Dec 2021):** iOS developer for Amazon Flex app (Amazon Flex App on App Store), used by over **1M** drivers delivering over **10M** packages daily.
  Skills Used: Swift, MVC, UIKit, REST APIs, Core Data
  - **Biometrics iOS Lead:** Developed biometric ID verification using ML and Amazon Rekognition, reducing malicious driver use by **34%**.

- o **Group Stops Feature:** Streamlined driver workflows for multi-stop deliveries, reducing multi-stop delivery time by **12%**.
- **Prime Now Team (July 2017 – June 2018):** Implemented the new login screen, allowing users to swap region and login on the same screen, simplifying the region swap and login process for users.
  Skills Used: Swift, iOS Development, REST APIs, Code Scalability, Performance Optimization

Software Developer & Sole Proprietor | Pastadiablo, LLC | August 2016 – July 2017
- **IFRIS Easements:** Lead developer for enterprise web app for the Virginia Dept. of Forestry, adding new tracking features for governmental easements. Streamlined processes, significantly improving efficiency for VDoF.
  Skills Used: C#, ASP.NET, SQL
- **PLL Mobile:** Developed a cross-platform Xamarin app with MVVM design for Cityworks Server integration. Reduced manual paperwork and improved overall form submission efficiency.
  Skills Used: C#, Xamarin, MVVM, REST APIs

Mobile Software Developer | Timmons Group | Nov 2014 – Aug 2016
- **MO Fishing (Swift):** Developed Missouri's official fishing app ([MO Fishing App on App Store](#)) using Core Data for offline storage and server sync.
  Skills Used: Swift, UIKit, Core Data, REST APIs, Offline Caching
- **Wyoming 511 (Objective-C):** Built a live traffic and road info app ([Wyoming 511 App on App Store](#)) for the Wyoming Dept. of Transportation that used data caching to achieve smooth and accurate map UX experiences.
  Skills Used: Objective-C, UIKit, Core Data, REST APIs, MapKit
- **Oregon Zoo: Elephant Lands:** Created a visitor engagement app ([Oregon Zoo: Elephant Lands on AppAdvice](#)) with custom camera views and social features.
  Skills Used: Objective-C, UIKit, AVFoundation

Software Developer | SRRN Games, LLC / Evenspring, LLC | May 2011 – Nov 2014
- Developed mobile games and enterprise apps, and standardized development practices.
  Skills Used: Java, HTML, Javascript, Unity Engine

Teaching Assistant | University of Virginia | Sep 2009 – May 2011
- Ran labs, held office hours, and graded papers for CS 2150 and CS 3240 courses.
  Skills Used: C++, Java

Education

Bachelor of Science in Computer Science
University of Virginia, School of Engineering & Applied Sciences, 2011