

Eric Sauer

Senior Software Engineer

ericmsauer@gmail.com | 45351 Via Jaca, Temecula, CA 92592

Summary

A software engineer, mobile developer, and lifelong gamer. Armed with a background in Math and Computer Science and years of experience shipping robust gameplay features, my passion lies in crafting engaging experiences, intuitive mobile applications, and experimenting with the latest AI tools.

Skills

- **Languages** : C#, C, C++, Java, Kotlin, Lua, Python
- **Frameworks** : React, React Native
- **Game Engines** : Unity, Unreal
- **Platforms** : iOS, Android, Kindle, Universal Windows Platform, PlayStation, Oculus
- **Version Control** : Perforce
- **AI** : Cursor, MCP development

Experience

Software Engineer — WB Games

Fully Remote · April 2024 – Present

- Named a hackathon top 10 finalist of 300 teams for developing an MCP server that integrated WB central services with AI tooling.

LEGO Batman: Legacy of the Dark Knight (Windows / PS5 / Xbox Series / Switch)

- Supported integration and maintenance of shared WB Games tools and SDKs across shipping titles.

Game of Thrones: Dragonfire (iOS / Android)

- Supported integration and maintenance of shared WB Games tools and SDKs across shipping titles.
- Integrated Play Asset Delivery for Android to deliver content beyond the 200 MB APK size limit.
- Implemented native screen reader accessibility with Android TalkBack and iOS VoiceOver.

DC Worlds Collide (iOS / Android)

- Supported integration and maintenance of shared WB Games tools and SDKs across shipping titles.

Mortal Kombat 1: Khaos Reigns Expansion (Windows / PS5 / Switch)

- Supported integration and maintenance of shared WB Games tools and SDKs across shipping titles.

Senior Software Engineer — Roblox

San Mateo, CA · July 2019 – March 2023

Roblox Client Platform (iOS / Android / Windows / macOS / Xbox)

- Served as the sole client engineer for Roblox's Economy team.
- Integrated new payment providers on the client with secure purchase flows and refactored economy code into per-provider modules.
- Designed developer-facing APIs for premium subscriptions, including purchase confirmation and user safety checks.
- Built a React-style virtual payment UI and remediated multiple payment-flow exploits.
- Led client development for in-game 3D immersive advertising, including Roblox Studio developer setup, client-side rendering, and view tracking with reporting.
- Ran A/B tests measuring multi-million-dollar impact on Roblox's Economy.

Gameplay Engineer — MunkyFun

San Francisco, CA · February 2017 – February 2019

Genies (iOS / Android)

- Served as sole engineer for a real-time avatar chat system on Firebase.
- Built the asset pipeline for 4K avatar content used by the chat system.

The Truth Comes Out (iOS / Android)

- Served as sole engineer for asynchronous multiplayer gameplay on Firebase.
- Built leaderboards and backend scaling for high concurrent player counts.
- Owned gameplay development and contributed to art and animation tooling.

League of War: VR Arena (PS4 / PS VR)

- Shipped gameplay features and resolved production bugs.
- Set up the PlayStation VR development environment and integrated the PS VR SDK.
- Built local and cloud save systems integrated with PlayStation platform APIs.
- Built internal QA tooling to support test coverage and iteration.

League of War: Mercenaries (iOS / Android)

- Shipped gameplay features and resolved production bugs.
- Resolved a long-standing resource management bug caused by incorrect dependency tracking.
- Built an automated test suite for first-time user experience (FTUE) flows, giving the team repeatable regression coverage for onboarding and tutorials.
- Implemented anti-cheat detection to flag manipulated client-side game data.

Psych! (iOS / Android)

- Shipped gameplay features and resolved production bugs.
- Implemented downloadable question pack support.

Education

Bachelor of Science, Mathematics and Computer Science — University of Illinois Urbana-Champaign

Champaign, IL · August 2014 – December 2017