GABRIEL ALBACARYS

Software Engineer \\ Cincinnati, OH \\ (513) 532-2002 \\ g.albacarys@gmail.com \\ in/gabrielalbacarys \\ gabethebando.cc

SKILLS

Proficient in Java, Javascript/Typescript, Python, Go \\ Experience with C, C#, C++, Clojure

Distributed Systems and Databases \\ PostgreSQL, DynamoDB, Google Cloud Spanner, Netflix Hollow

Game Development \\ Unity, Unreal Engine, 3rd party API integration, Engine/native SDK integrations

Partner Engineering \\ Technical Advising and Direction, Developer Education, Solutions Engineering

Generative AI \\ Agentic coding tools, GenAI Auditing/LLMOps, MCP Server development

EXPERIENCE

Netflix - Cincinnati, OH (Remote) — *L5 Engineer, Games*

AUG 2025 - JUL 2026

Games Solutions Engineering Team (Software Engineer)

- ➔ Provided support and solutions engineering to game titles across a variety of platforms and engines, including *Unhinged* (2026, Unity/Linux), *FIFA 2026: Launch Edition* (2026, Unreal Engine/Linux), and *World of Peppa Pig* (2025, Unity, iOS/Android)
- ➔ Educated platform teams on the needs of game developers, building empathy between game development partners and platform stakeholders
- ➔ Advised on new feature development including improvements to local development environment and hardware development kits targeting the Netflix Games for TV cloud gaming platform
- ➔ Built and maintained a multiplayer Unreal Engine sample game incorporating the Netflix Games for TV C++ SDK to test out platform features before they were shipped to developers
- ➔ Led adoption of GenAI for game development, support triage, and documentation audits

APR 2024 - AUG 2025

Games Integration Engineering Team (Games Partner Engineer)

- ➔ Assisted over 20 game teams in various stages of development with integration and troubleshooting of Netflix Games SDK across Unity, Unreal Engine, native iOS and Android, and Linux platforms
- ➔ Owned sample projects in Unity and helped improve platform documentation
- ➔ Advised business development and production staff assessing readiness of game titles and external contracting partners
- ➔ Developed and shared deep knowledge and context of the Netflix Games platform with internal and external stakeholders
- ➔ Prototyped, tested against, and provided feedback on new platform functionality
- ➔ Built automation to assist support engineers in tracking status of game projects

MAR 2023 - APR 2024

Games Lifecycle Engineering Team (Software Engineer)

- ➔ Built GraphQL APIs to support a developer portal for ingesting and managing builds of game titles
- ➔ Implemented automation to ingest builds for cloud game platform, collaborating with teams across organizations to agree on API designs and designing for robustness using workflow orchestration in Conductor
- ➔ Gathered feedback from stakeholders across the games engineering organization to improve developer experience on cloud games platform
- ➔ Participated in On-call and improvement of operational excellence through dashboard and custom alert development

Nuna - Cincinnati, OH (Remote) — *Staff Software Engineer*

JAN 2022 - MAR 2023

- ➔ Led implementation of new functionality for one of the company's largest clients, directing 4 software engineers
- ➔ Prototyped and defined charter for new system that helped actuaries directly manipulate financial models without writing code
- ➔ Mentored junior engineers across the organization, assisting several in growing into tech lead roles
- ➔ Collaborated across multiple disciplines including actuarial science, design, client relations and data science to deliver features

Niantic - Bellevue, WA/Cincinnati, OH (Remote) — *Software Engineer*

OCT 2020 - DEC 2021 (CINCINNATI - REMOTE)

Developer Experience Team, Lightship Platform (Senior Software Engineer)

- ➔ Redesigned core ORM to allow for plugins to manage the lifecycles of different components of a database object
- ➔ Led design for software and processes to transition developers from prototyping to full production on the Niantic Lightship platform
- ➔ Advised several game titles in early-mid production on technical feasibility and performance implications of game design decisions

OCT 2018 - MAR 2020 (BELLEVUE)

Core Platform Team (Software Engineer 3)

- ➔ Created a "starter kit" for the Niantic Platform to dramatically reduce project startup time
- ➔ Served as primary liaison between teams in Niantic Beyond Reality Developer Contest and server platform teams

Publishing Engineering Team (Software Engineer 3)

- ➔ Onboarded two new development teams to the Niantic Platform
- ➔ Collaborated with 10+ other platform teams to coordinate support for game teams
- ➔ Built out the platform release process and maintained documentation website

Heroku - Cincinnati, OH (Remote) — *Senior Member of Technical Staff, Runtime Team*

MAR 2020 - OCT 2020

- ➔ Built load testing framework for evaluating replacements for legacy Erlang routing mesh
- ➔ Refactored network route planning system to be usable in both the common runtime and enterprise product, dramatically reducing its complexity
- ➔ Discovered and fixed a database replication bug impacting the integrity of our request router

EDUCATION

University of Illinois at Urbana-Champaign — *B.S. Computer Engineering*

SEPT 2012 - DEC 2015

Focus: Distributed systems, software engineering, operating systems
Senior project: CodeBrix, A toy for teaching programming to children
Link to final project design report: http://bit.ly/galbacarys2015project