Ebby Wahman

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WORK EXPERIENCE

Scopely, Inc. — June 2025 — Present
Staff Software Engineer, Pokémon GO

Continuing my role on Pokémon Go after Niantic's games business was acquired by Scopely. Duties include mentoring, client architecture design and improvement, and game feature leading and support.

- What's Your Favorite Campaign AR photos feature

Skills/Technologies: Unity Engine, C#, some Objective-C and some Java

Niantic, Inc. — January 2024 — June 2025
Staff Software Engineer, Pokémon GO

Mentoring, leading, and assisting game feature teams, client architecture design and improvement, and cleaning up and modernizing the codebase.

- Power Spots
- Dynamax & Gigantamax Battles
- Upgraded Unity project to URP (Universal Render Pipeline)

Skills/Technologies: Unity Engine, C#, some Objective-C and some Java

Niantic, Inc. — January 2021 — December 2023
Senior Software Engineer, Pokémon GO

Pokémon Go Unity engineer. Client-side feature work, bug fixes, and architecture design, with guidance and mentorship to junior developers.

- Multiplayer AR Buddy Pokemon
- Invite friends to Raids & Remote Raids
- Elite Collector Quests
- Raid & Gym Visuals Refresh
- Gimmighoul + Gholdengo features and Pokémon Scarlet/Violet integration
- Pokémon Sleep integration
- Routes
- Party Play

Skills/Technologies: Unity Engine, C#, some Objective-C and some Java

Niantic, Inc. — June 2018 — December 2020
Software Engineer, Pokémon GO

Pokémon Go Client (Unity) engineer. Client-side bug fixes and architecture maintenance as well as new feature development including:

- Player vs Player & Player vs NPC combat feature v1
- In-App Event Ticketing and Calendar adding
- Sleeping Snorlax and Go Fest Jirachi & Friends encounters

Skills/Technologies: Unity Engine, C#, some Objective-C and some Java

Microsoft — March 2016 — June 2018
Software Engineer, Office APEX Shared

Member of the Licensing and User Content (LUC) team, part of the Microsoft Office APEX (Apple Productivity Experiences) division which builds and maintains end-to-end ownership of Office on Apple platforms.

- Feature owner of Smart Lookup and Researcher on iOS and Mac.
- Responsible for bug resolution and feature development related to Proofing, Research and Lookup.

Skills/Technologies: Objective-C, C++, iOS, Mac OSX

FCA - Fiat Chrysler Automobiles — October 2014 — March 2016
Software Modeling Engineer, Instrument Panel Cluster (IPC) Software Modeling Team

Software Lead for the Grand Cherokee and Grand Cherokee SRT IPC software implementation model (IM). Also the Feature Implementation lead for 12 different features across all vehicle lines currently in development. Duties Include:

- Maintenance of codebase and issue tracking
- Integration of logical and graphical code to create software IM packages for suppliers, software in loop test team, and development team.
- Release of IM to suppliers for embedded level code compilation.
- Implementation and maintenance of responsible software features based on requirements received from Human Machine Interface, Product Development Organization, and Networking teams.
- Close collaboration with requirement, component, and validation engineering teams to meet software release timelines and project milestones.

Skills/Technologies: C++, Statemate, Altia

Florida International University — Summer 2014
REU Research Assistant, School of Computer Science

Chrysler LLC — Summer 2013
Engineering Intern, Electrical Engineering Architecture Team

University of Miami — Summer 2012
Lab Teaching Assistant, Electrical Engineering Department

NextEra Energy - Florida Power and Light — Summer 2012
Engineering Intern, West and North Miami-Dade Distribution Centers

EDUCATION

Master of Science, Computer Science — Spring 2017
University of Michigan-Dearborn, Dearborn, MI

Bachelor of Science, Electrical Engineering — Fall 2012
University of Miami, Coral Gables, FL