

Parsely Schweitzer

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I'm Parsely, a software engineer with over 5 years of experience architecting expandable and sustainable systems. I have broad technical experience ranging from developing system APIs to writing design documentation. My easygoing exterior belies a relentless work ethic, and you'll find me to be effortless to work with, especially if you like esoteric games as much as I do!

EDUCATION

Computer Science, BS, Arizona State University | Ira Fulton School of Engineering

WORK EXPERIENCE

Software Engineer, [Bolero Game Studio](#) (Feb 2025 - Present)

- Rapidly prototype new features in Unity C#, proving game design and fun
- Write in-engine tools for narrative designer, speeding up implementation of story content
- Contribute and demonstrate novel game mechanics that accomplish narrative goals and increase player engagement and enjoyment
- Develop and document realistic content pipelines, allowing production leads to directly contribute their content in-editor and test their teammates' changes in the latest build, increasing the speed of iteration

Principal Software Engineer, [Pet Golem Games](#) (Jul 2025 - Present)

- Refactor an existing project in Unity C#, permitting a radical redesign from a story-driven adventure title to a crafting RPG game
- Mentor a junior programmer to impart C# best practices & sustainable systems design

Lead Software Engineer, [Sassy Chap Games](#) (Oct 2022 - Oct 2023)

- Remotely led a team of programmers in developing [Date Everything!](#) (Unity C#), which has sold over 500,000 copies to date
- Led rapid prototyping efforts to address critical design issues blocking release of the title
- Tracked progress on technical initiatives and generated monthly progress reports for stakeholders, generating value for stakeholders and buy-in from our publisher
- Pioneered meetings between heads of programming, art, narrative, and writing teams, increasing coordination and preventing wasted work
- Trained teammates in Unity and Git workflows so they could contribute their assets directly, saving dozens of hours of valuable programming time

Gameplay Scripter, [An Outcry](#) (Apr 2021 - Dec 2021)

- Implemented key narrative scenes in RPG Maker 2003, freeing narrative designers to craft several additional hours of content
- Manually debugged more than 100 issues, providing for a smooth, painless launch
- Remotely trained an international team of non-technical workers on Git workflows, eliminating tedious and error-prone build sharing via Google Drive
- Enabled an innovative narrative experience that continues to be discussed in the indie sphere, earning a nomination for the IGF 2023 Nuovo Award and selling 2000+ copies

PERSONAL PROJECTS

Director, **Spacers Don't Swim** (Jan 2025 - Jun 2026)

- Wrote two drafts of a 25,000 word visual novel screenplay
- Drew storyboards to provide direction for character and background artist
- Contributed eye and smoke animations, programmed rain and smoke VFX, and drew highlands background in final game
- Sourced and edited in music & SFX to provide atmosphere and weight to story's action
- Scripted and choreographed all on-screen character movement, expressions, and dialogue to bring my characters to life

Gameplay Programmer, **Bloom Into Frost** (Jan 2023 - Apr 2024)

- Scripted the features, narrative, and sound in Ren'Py as the sole programmer
- Enabled the work of creatives by providing Ren'Py training and monthly playtest builds
- Recruited, organized, and directed the art team from online communities I participate in

TECHNICAL EXPERIENCE

Languages: C#, Java, Lua, JavaScript, Python, HTML/CSS, Bash, shell, ink, YarnSpinner

Applications: Visual Studio, Microsoft Office Suite, Aseprite, Discord, Teams, GitHub, Unity, Ren'Py, Twine, Notion, Jira

Proficiencies: APIs, databases, IDEs, cloud services, WAI-ARIA, XAG, User Experience (UX)

Familiarity: AWS, Azure, Kubernetes, React, AR/VR, SQL