

# Ryan C. Scott

Engineering leader with a track record of building teams and driving alignment across orgs, including founding and scaling Roblox's User Journey commerce team from the ground up.

## EXPERIENCE

### Roblox, San Mateo, CA

#### *Engineering Manager*

Oct. 2022 - Jun. 2025

Founded User Journey team. Grew the team from 3 to 12 engineers that focused on user facing commerce features in the Roblox Universal app for mobile devices, game consoles, and computers as well as the separate web app for Roblox Marketplace.

Created and drove a strong partnership between peer orgs, aligning priorities, business needs, and projects where there was little or no prior relationship.

Organized project commitments and reporting to stakeholders to enable highly flexible execution when working with fluid designs and priorities through strong processes.

Conceived, prioritized, and led projects improving Time to Interaction, frame rate, and data reliability, leading to increased revenue and data showing the A/B tested correlation between performance/reliability and bookings. Data visibility improvements utilizing these new measurements improved visibility, dashboards, and incident detection. Phased approach enabled us to prove to stakeholders that investment in this infrastructure was worth feature-work tradeoffs.

#### *Technical Lead*

Oct. 2020 - Oct. 2022

Led a 5-person team building experimental projects to stress-test the engine and platform, working directly with stakeholders across orgs to shape platform capabilities and surface gaps.

Directed development of a large-scale, team-based competitive game to demonstrate top-end platform potential, overseeing architecture, work prioritization, and a custom containerized dev/release pipeline with a web-based git interface for non-engineer contributors.

Built a high-player-count (200+) city simulation using only externally available tooling to expose platform performance shortfalls — the project was later adopted as the basis for internal Engine regression testing.

#### *Senior Software Engineer*

Jul. 2018 - Oct. 2020

Built internal Battle Royale project to push the engine/platform to failure and identify areas for user/developer experience improvements.

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## SKILLS

Long-term architectural vision

Early stage prototyping  
platform/consumer surface experience

## AWARDS

2023 Roblox HackWeek  
Winner - 2nd Place

## LANGUAGES

C/C++, C#, Python, Lua,  
Javascript, Lisp

Worked with networking and other infrastructure teams to address these limitations, which led to support for larger experience environments and increased player count.

### **Owlized, San Francisco, CA — CTO/Co-Founder**

Dec. 2016 - Jun. 2018

Outdoor VR viewing kiosks for locations of historic significance.

Developed the Owl location-based VR viewer and infrastructure.

.Net/C#, C/C++, embedded Linux systems managed over cell modems through reverse tunnels. Developed device provisioning and authorization tooling.

Android kernel-level modifications to support non-standard screens.

Pitch events, remote installations, service monitoring, application development.

Installations at Pearl Harbor, Redwood City, and San Mateo.

### **KIXEYE, San Francisco, CA — Senior Gameplay Engineer**

Mar. 2013 - Jun. 2015

Shipped Tome: Immortal Arena.

Gameplay systems in Unity3D/.Net (C#), embedded with the Design team to prototype and complete character kits, tooling.

### **Disney Interactive, Palo Alto, CA – Gameplay Engineer, 2012 – 2013**

### **TouchFactor, San Rafael, CA – Gameplay Engineer, 2010 – 2012**

### **Squeaky Cow, San Francisco, CA – Founder, 2009 – 2010**

### **WhiteHat Security, Santa Clara, CA**

*Developer, 2008 – 2009*

*Systems Administrator, 2007 – 2008*

### **TenHex, San Francisco, CA – Founder/CTO, 2006**

### **Verisign, San Francisco, CA – Consultant, 2002 – 2005**

### **RezKey, Santa Cruz, CA – Developer/Systems Administrator, 2001 – 2002**

### **Imagesmith, Santa Cruz, CA – Systems Administrator/Developer, 2000 – 2001**