

James (Jake) Truckle

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SUMMARY

Game designer and indie studio founder with a decade of professional software experience at Waymo, Uber ATG, and Microsoft. Currently developing No Way Inn at Yinzer Games LLC. I bring shipping discipline from autonomous-vehicle and OS-platform programs to indie development: systems design, full pipeline ownership, and a human-centered approach rooted in CS, robotics, and psychology.

GAME DEVELOPMENT

Yinzer Games LLC Pittsburgh, PA

2023 – Present

Founder, Game Designer & Developer

- **Founded an independent game studio** building action rogue-lites with handcrafted boss fights.
- **No Way Inn (in development)** — top-down action rogue-lite, "Hades meets Death's Door, with a twist that won't let you go." Solo dev in Unity 6 (URP) with Game Creator 2 and custom C# extensions; authored the full Game Design Document.
- Own the full pipeline end-to-end: design, scripting, level building, art direction, and publishing.

Side projects & coursework

- **Over the Moon (2024)** — a tiny game about a sheep in space, inspired by Super Mario Galaxy. Capstone project for MMC 250: Game Environments & Interaction (CCAC). Available on itch.io/truckle12.

RELEVANT PROFESSIONAL EXPERIENCE

Waymo Pittsburgh, PA

Nov 2020 – Present

Staff Technical Program Manager

Leading complex, safety-critical software programs across autonomous-vehicle stacks. Skills directly transferable to game development:

- **Systems thinking at scale:** Orchestrated the Vulnerable Road User safety portfolio across 7 engineering teams and 140+ engineers — the same kind of multi-system coordination that gameplay programming demands.
- **AI-assisted development:** Partnered with SWE teams on Waymo's DevAI adoption program — evaluating AI coding tools, improving onboarding, and identifying practical workflows where AI assistance reduces engineering toil. The same hands-on familiarity with the AI dev stack used in modern game studios.
- **Tools & pipeline engineering:** Designed and launched "Waymo Clusters," a centralized problem-tracking platform; built the underlying schema, SQL logic, and dashboards. The same tool-builder instinct that powers good indie dev workflows.
- **Shipping under constraint:** Owned operational readiness and live launch tracking for high-visibility driverless rollouts; comfortable with hard release windows, regressions, and live ops.
- **Outcome:** 96% reduction in VRU Incidents Per Billion Miles, surpassing human safety benchmarks.

Uber ATG Pittsburgh, PA

Feb 2019 – Nov 2020

Technical Program Manager II

- Directed cross-functional research in Machine Learning, Computer Vision, and Motion Planning — applicable to procedural systems, AI agents, and physics-driven gameplay.
- Managed software release cycles including simulation, closed-loop testing, and validation — release discipline applied to game builds and patches.

Microsoft Redmond, WA

June 2016 – Feb 2019

Product Manager II — Windows Energy & System Performance

- Led the Windows Energy Efficiency team shipping Modern Standby, Adaptive Hibernate, Software-Defined Battery, and Power UX across millions of Windows devices.

- Designed OS-level telemetry pipelines — directly relevant to game analytics, perf profiling, and player-behavior instrumentation.
- **Issued patent US 10,394,301: Per-Screen/Session Power Consumption Profiling.**

EDUCATION

- **M.S. in Computer Science** — Georgia Institute of Technology · Expected 2027. Specialization: HCI, Machine Learning, Robotics.
- **Multimedia & Game Design Certificate** — Community College of Allegheny County · Expected 2027.
- **M.B.A., Data Analytics** — University of Maryland, Smith School of Business · 2018.
- **B.S. in Computer Science** — University of Maryland · 2015.
- **B.S. in Psychology** — University of Maryland · 2015 (cognition, perception, motivation — directly applicable to player-centered design).
- **Human-Computer Interaction for UX Design** — MIT · 2020.

SKILLS

Engine & Tools: Unity 6 (URP), C#, Game Creator 2, Visual Studio / Rider, Git, Synty POLYGON asset workflows.

Design: Narrative systems, gameplay loops, level design, mechanics prototyping, player psychology, UX.

Programming: C#, C/C++, Java, JavaScript, Ruby, Python, SQL, HTML/CSS, R.

Production: Solo-dev pipeline, scope/MVP discipline, cross-functional leadership, release management, live ops.

Adjacent: AI/ML pipelines, perception systems, telemetry & analytics, HCI/UX research, indie publishing (itch.io, Steam).