Terry Parksey

Senior Gameplay Developer / Technical Game Designer

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PROFILE

Game developer with nearly twenty years of shipped work: twenty-two Flash games as a solo indie, ten years of front-end on a large online bingo and slots platform, three and a half years leading PixiJS slot clients at a studio, a Steam release, and, since June 2026, two browser games designed, built and released on my own plus an eight-player multiplayer arena, on top of a third browser game shipped in 2025. I design the games I build, and at Massive Studios I lead and train the other developers while building my own. Working in TypeScript and PixiJS 8, with a particular interest in game feel, progression and economy design, rapid prototyping, and using coding agents and image models as a normal part of the pipeline. Looking for a senior gameplay, technical design or prototyping role on a small, autonomous team. Not tied to an engine.

EXPERIENCE

Senior Game Developer, Massive Studios — Mar 2023 – present · remote

PixiJS 8 / TypeScript slot games for the studio's RGS platform, released to multiple operators.

- Led large development teams alongside my own hands-on work: coordinated and reviewed the work of several developers at a time across games, planned and delivered releases, and trained new developers on the framework and toolchain.
- Lead client developer on Ghost House, Rollin' the Bones, Soul Catcher and Boom Kaboom (sole developer on the last), co-developer on Chameleon Bonaparte from its first commit.
- Designed and implemented feature mechanics including cascades, ways-pay, cash-collect and clone systems, sticky-wild multiplier zones, a dice-driven board-game bonus and a fortune wheel, each with separate landscape and portrait layouts.
- Built a dual-reel-handler architecture that cross-fades between a 5×6 cascade grid and a 30-cell collection grid so free-game transitions are seamless.
- Contributor to the shared PixiJS client framework and the React/Redux game wrapper, including forced-outcome and payload replay tooling used for QA and certification.
- Wrote the internal framework engineering guide (event pipeline, cascade internals, timing scaling, debugging scripts) now used for onboarding and agent-assisted development.
- Spine, GSAP, AssetPack and esbuild pipelines; nine-locale localisation; Bitbucket Pipelines CI with lint, typecheck, build and staged deploys.

Independent Game Designer & Developer, Undefined / Pupskey Productions — 2007 – present

Solo design, development, art direction and release. Alongside employment since 2013.

- **2025–2026:** released Cosmic Convoy in 2025 (Playgama, Kongregate, Microsoft Store). Between June and September 2026 designed, built and released Idle Retro Arcade and Salvage Corps (CrazyGames), began a premium Steam version of Salvage Corps, built Live Round, an eight-player multiplayer arena, and took two further prototypes to playable. Details under Selected Projects.
- Maintain the Undefined PixiJS Starter: a personal template and shared runtime (asset loading, responsive layout, screens, audio, localisation, saves, ad providers) that takes a new game from empty folder to playable prototype in days, written to be worked on by hand and by coding agents.
- **Apr 2025:** released the Undefined Game Pack on Steam, preserving all twenty-two Flash games under the Ruffle emulator with 52 achievements and Steam Deck support. 94% positive reviews.
- **2007–2014:** designed and shipped twenty-plus Flash games including the Protector, Arkandian Legends and My Pet Protector series; Protector alone passed 120 million plays. Sponsored by Kongregate, licensed to Armor Games, Big Fish and King, and helped establish the sponsorship model that funded a generation of indie Flash developers.

Front-End Developer, Bingo & Slots, Playtech — Oct 2013 – Mar 2023 · remote

Online bingo and slots platform serving twenty-plus branded clients from a single JavaScript codebase.

- Migrated the legacy ActionScript bingo client to JavaScript and HTML5; built new bingo variants (Spirit Twister on-demand bingo, Housey 52-ball bingo), a from-scratch ticket purchaser, a free-ticket system and several slot game engines.
- Turned wireframes and full designs into production features across desktop and mobile, working with WebSockets and REST APIs over XML and JSON.
- Mentored and trained junior developers, ran code review, sized and estimated work in Agile and Waterfall projects, and for a period shipped the bi-monthly release train solo.

SELECTED PROJECTS

Salvage Corps web release Jul 2026 · Steam version in progress

Space-salvage survivors-like with a station meta-game. Web game (CrazyGames): ~70 weapons, 69 enemy types, 24 POI archetypes, 16 languages, Monte Carlo economy simulator, ~300 live enemies on a spatial grid, ~80k lines of TypeScript. Premium Steam build, started Jul 2026 on its own branch: hand-authored 2.5D mesh hulls, normal-mapped lighting with HDR/ACES tonemapping, per-faction fleets with elite pilots, a rebuilt galaxy, a headless GPU/shader verification harness, an image-model portrait pipeline. 300+ commits so far.

Idle Retro Arcade 2026 · CrazyGames

Idle game of self-playing arcade cabinets. Finite capped upgrades, budgeted per-minute income split across gameplay events, licence and prestige loops, portrait-first mobile layout, automated QA screenshot harness.

Undefined Game Pack 2025 · Steam

Twenty-two Flash games under Ruffle in a new front-end with Steamworks achievements and Steam Deck verification. A native PixiJS rebuild of Protector is under way using a custom importer that extracts vector shapes, timelines, bitmaps and audio from the original Flash files.

Live Round 2026 · multiplayer, in testing

Eight-player deflection arena: each player holds one wall of an octagon and deflects missiles whose charge drops with every block, until the final deflection is an aimed kill. Two control schemes on one shared simulation, bots that backfill matches, a cosmetics catalogue, and a bot-vs-bot balance lab used to settle charge counts and speeds. Template to packaged build in sixteen days.

Cosmic Convoy 2025 · Playgama, Kongregate, Microsoft Store

Space-farming puzzle with a tile-and-entity board, loot tables, tutorial flow, leaderboards and analytics. First game on the shared runtime that became the starter template.

Prototypes ongoing

Meltdown Rain, Asteroid Conquest, Dungeon Evolution, Tower Merge and others, each from a design doc to a playable build, developed as parallel git worktrees with an agent per milestone.

SKILLS

Languages: TypeScript, JavaScript (ES2023+), ActionScript 2/3; working Java, C# and Python from tooling and modding.

Rendering & engines: PixiJS 8 (also 7), WebGL and custom shaders, Spine, GSAP, particle systems, Howler. Have moved from Flash to JavaScript to PixiJS and would expect to pick up another engine.

Localisation & layout: Landscape and portrait layouts, up to sixteen languages per game, text-fitting and translation audit tooling; nine-locale slot builds at Massive.

Game design: Core loops, progression and prestige systems, upgrade trees, loot tables, idle and run-based economies, monetisation and retention, balance simulation, design documentation.

Platforms: CrazyGames, Poki, Playgama and Kongregate SDKs, Steamworks, Microsoft Store, RGS integration for regulated slots.

Tooling: Webpack, esbuild, Vite, pnpm, AssetPack and texture packing, Bitbucket Pipelines, headless Chrome QA harnesses, git worktrees, coding agents and image-model pipelines.

Ways of working: Leading and training developers; remote since 2013 with a dedicated office; documentation-first; Agile estimation and delivery.

Self-taught. References available on request. Portfolio with playable links at pupskyproductions.com.