

ANDREW MAUL
Developer. Writer. Artist.

Current Employment

SIE Playstation

Senior Software Engineer, Console Client Oct 2021 - Present

As a Senior Software Engineer in the Subscriptions space at PlayStation, I'm responsible for delivering features and maintaining **React Native** applications and **JavaScript** libraries running on the PS5 and PS4 consoles. Our apps are used by millions of players and represent a majority revenue stream for PlayStation.

Responsibilities

- Delivering features in an internal open contribution model to more than a dozen client applications and libraries in **React Native**, **TypeScript**, and **JavaScript**.
- Releasing new versions of our applications "over-the-air".
- Providing teams with high-level strategy on delivering business outcomes. This includes technical decomposition of business goals into features, release/publishing coordination, and working closely with our Product Managers, Designers, and other stakeholders throughout the entire software development lifecycle.
- Ensuring quality through unit- and component testing with **Jest**, and working with our quality engineers to maintain automation and CI/CD pipelines.
- Translating specs from data analytics teams, implementing telemetry functionality, and leveraging big data tools like **Imply** to monitor application health.

Highlights

- Assumed technical ownership of our Plus Hub application for PS5 in June 2026.
- Promoted from SEII to Senior Engineer in October 2024.
- Developed features as part of PlayStation Plus tiered membership effort in 2022.
- Trained and mentored level I and II engineers, interns, and apprentices.

Previous Employment

meltmedia (now Inizio Evoke)

Senior Front-End Developer Sept 2015 - Oct 2021

Northern Arizona University

Multimedia Technical Designer

Blue Earth Interactive (now Torrch Labs)

Front-End Developer Intern

Salem Press Publishing

Contributing Author - *The 2000s in America Encyclopedia*

Education

University of Advancing Technology

Bachelor of Arts in Game Design