

Caleb Vaccaro

Game Developer

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Dynamic game developer with a passion for crafting immersive virtual experiences, emphasizing physically engaging interactions.

Work Experience

Chief Executive Officer

CyberSurfer, LLC

Jan 2020 - Current

- Led a team to design the first VR hoverboard controller using Unity, Python, and off-the-shelf components.
- Implemented CyberSurfer's core game mechanics, emphasizing game modes, player movement, and UI/UX interactions.
- Engineered an SDK using mobile and Playstation Dual-Sense devices, enhancing device compatibility, resulting in 500+ Steam wishlists.
- Raised a total of \$18,200 in early-stage funding from investors.

Backend Engineer

Matter Product Studio

Jul 2022 - Apr 2023

- Contributed to refactoring the core abstraction layer, optimizing translation for private wealth management within a .NET ecosystem impacting \$17.45 billion in assets.
- Resolved a critical vulnerability, enhancing API endpoint security through comprehensive testing and verification with Veracode.
- Designed database services for a financial startup using .NET and Docker, transitioning to Python within a week.

Lead Software Engineer

Rochester Institute of Technology

Feb 2019 - Jun 2022

- Continued work on RITCh leading to adoption by five clinics in the Tri-State area.
- Implemented a HIPAA-compliant backend with Azure Cosmos DB, safeguarding data for over 150 patients.
- Managed media project pipelines through Azure Devops and iOS App Store, ensuring performance over five years.

Software Engineer Intern

Cycling Sports Group

May 2018 - Jan 2019

- Remotely resolved issues on 200+ dynamic fit units globally using TeamViewer and command-line operations.
- Maintained inventory backend services for client and internal applications using C# and XML.
- Designed internal inventory service using .NET and Azure Storage with a Unity app interface.

Unity Programmer

Rochester Institute of Technology

Apr 2018 - May 2018

- Created RITCh, a 3D virtual avatar therapy service
- Designed a lip sync service benefiting from Unity Addressables to load audio assets asynchronously into RITCh.

Education

B.S. Game Design and Development

Rochester Institute of Technology

Aug 2016 - Jan 2021

Projects

SpaceBar VR

Objective: Balance video game difficulty with heart rate to encourage anaerobic exercise.

Outcome: Developed a research project controlling game intensity to regulate player BPM using the Hyperrate API.

Easy Azure Functions for Unity (Open Source)

Objective: Simplify backend service integration in Unity.

Outcome: Developed an open-source API for seamless Azure Functions integration with Unity.

Skills

C# | Unity | .NET | ASP.NET | C++ | Python | Azure | iOS | Android | SQL | NoSQL