Caleb Vaccaro

Game Developer
Rochester, New York
calebvaccaro.com
calebvbusiness@gmail.com
716-867-8057

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

Skills

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

Work Experience

Game Developer   CyberSurfer, LLC   Apr 2023 - Current

- Led a team of 6 to design the first VR hoverboard physical apparatus using Unity, Python, and off-the-shelf components, called CyberSurfer.
- Rapidly implemented game mechanics, emphasizing game modes, player movement, and UI/UX interactions, resulting in 500+ Steam wishlists.
- Revamped SDK to integrate with iOS/Android devices and Playstation Dual-Sense controllers, enhancing our device compatibility.
- Responsible for design documentation, and technical specifications for artists and programmers

Backend Engineer   Matter Product Studio   Jul 2022 - Apr 2023

- Contributed to refactoring the core abstraction layer, optimizing translation for First Republic Bank's wealth management within a .NET ecosystem, impacting $17.45 billion in assets.
- Resolved a critical string injection vulnerability, enhancing API endpoint security through xUnit and Veracode validation.
- Led frequent production releases and communicated changelogs to product managers from over 10 internal consumer teams.
- Designed database services for Atomic Insights, a financial startup using .NET and Docker, migrating to Python within a week.

Game Developer   RIT Behavioral Health Clinic   Feb 2019 – Jun 2022

- Created RITch, a virtual 3D avatar therapy service using Unity and C# leading to adoption by five clinics in the Tri-State area.
- Designed a lip sync service leveraging Unity Addressables for asynchronous loading of audio assets, incorporating Spanish audio/text translation capabilities.
- Implemented a HIPAA-compliant backend with Azure Cosmos DB, safeguarding data for over 150 patients.
- Directed CI/CD pipelines for three IRB-funded projects via Azure DevOps, ensuring high-performance deployments to iOS, Android, and WebGL platforms over four 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.
- Increased database ingest for client applications by automating new client requests through a custom C#/XML service leveraging the Zendesk API.

Projects

SpacebarVR   VR Research Project

- Created a fast-paced button mashing VR game for a research team to generate anaerobic exercise released on Itch.io
- Continued work independently resulting in AdaptiveBPM, an API that controls a video game difficulty regulated by player heart rate using ML .NET and Hyperate API

Easy Azure Functions for Unity   Open Source API

- Open-sourced an API for seamless Azure Functions integration with Unity.

Education

B.S. Game Design and Development   Rochester Institute of Technology   Aug 2016 - Jan 2021