

Caleb Vaccaro

Game Developer

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

Skills

C# | C++ | Python | Unity | .NET | Azure | AWS | iOS | Android | SQL/NoSQL | Docker | Jenkins

Work Experience

Founder/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.
- Enhanced SDK to integrate iOS/Android devices and PlayStation Dual-Sense controllers, enhancing platform compatibility.
- Responsible for design documentation, and technical specifications for artists and programmers
- Raised a total of \$18,200 in early-stage funding from investors.

Backend Engineer

Matter Product Studio

Jul 2022 - Apr 2023

- Contributed to refactoring, optimization, and translation of the core abstraction layer, 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 ASP .NET and Docker, migrating to Python within a week.

Software Engineer

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.
- 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 efficient and thoroughly tested deployments to iOS, Android, and WebGL platforms.
- Responsible for system design and maintained effective communication with stakeholders to align project objectives with organizational goals.

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 SDK 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