Caleb Vaccaro

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https://github.com/CalebVaccaro

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

Experience

CEO & Game Developer
CyberSurfer, LLC | 05/2023 - Present

- 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.
- Established a backend infrastructure on Azure, managing game states, player accounts, and middleware.
- Raised a total of $18,200 in early-stage funding from investors

Software Engineer II
Matter Product Studio | 07/2022 - 04/2023

- Contributed to refactoring the core abstraction layer, optimizing translation for private wealth management within a .NET ecosystem impacting $17.45 billion in assets.
- Supervised 5 production releases with Jenkins, led scrum meetings, and collaborated with 10+ senior product managers on requirements.
- Resolved a critical vulnerability, enhancing API endpoint security through comprehensive testing and verification with Veracode.
- Designed database services for a financial startup using C#/ASP .NET and Docker, transitioning to Python within a week.

Product Manager
Behavioral Health Clinic at RIT | 01/2019 - 07/2022

- Created RITch, a virtual avatar therapy service, adopted by five clinics in the Tri-State area
- Designed a lip sync service benefiting from Unity Addressables to load audio assets asynchronously into RITch.
- 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 consistent performance over five years.
- Directed six student projects, securing three IRB-approved grants for the department.

Software Engineer Co-Op
Dorel Sports | 05/2018 - 01/2019

- 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

Education

B.S. Game Design and Development
Rochester Institute of Technology | 08/2016-01/2021

Projects

AdaptiveBPM

- 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

- Languages: C#, Python, C++
- Platforms: Unity, .NET, iOS/Android
- Tools: Azure, Jenkins, Docker
- Databases: Postgres, SQL, NoSQL