

# Jeffrey Lamb

Software Engineer – Game Developer – Project Manager

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## Qualification Summary

- 6+ years of Unity Development experience, across all areas of development, from prototyping, asset creation, system design, networking, UI/UX, polish, and live service.
- Successfully shipped multiple multiplayer games across several platforms, contributing to the growth and success of several startups in the industry.

## Experience

July 2023 - January 2024

### Multiplayer Frameworks Developer – *NormalVR, Remote*

- Enhanced Normcore Multiplayer API, optimizing performance for “Nock”, a VR title launched on Meta Quest 2/3 and PSVR.
- Utilized Final IK to create procedural animations within Normcore.
- Developed comprehensive documentation in markup language, offering clear instructions, examples, and best practices for users.
- Collaborated closely to rapidly prototype new features and iterate on existing ones through an agile scrum methodology.

November 2022 - July 2023

### Gameplay Programmer – *Playground Labs, Remote*

- Led the development and successful launch of “Brawl of Fame,” a WebGL/Mobile MOBA game.
- Worked extensively on the UI/UX design of “Brawl of Fame,” ensuring that player interactions were intuitive, visually appealing, and aligned with the game’s overall aesthetic.
- Resolved issues and optimized core gameplay systems, such as character movement, combat systems, and matchmaking.
- Worked with artists, designers, and other developers to iterate on game features, gather feedback from playtests, and prioritize tasks.

February 2020 - April 2022

### Online Private Instructor – *iDTech, Remote*

- Rapidly prototyped ideas for students working on diverse projects across multiple platforms, including multiplayer networking, AI pathfinding, and gameplay systems.
- Taught Unity, C#, and Java essentials, building strong fundamentals for the next generation of software developers.

April 2017 - PRESENT (8 years)

### Indie Developer – *Sandbag Studios, Remote*

- Managed Unity3D/Unity2D/VR projects, ensuring effective communication, resource allocation, and task management.
- Spearheaded rapid prototyping efforts, enabling the swift development and iteration of various game titles.
- Engineered scalable backend systems, and collaborated closely with artists, designers, and other developers to tackle various indie development game jams.

## Skills

- Unity3D / VR
- Unity Photon
- Networking
- FinalIK
- C#
- Java / Kotlin
- Lua
- TypeScript
- JS
- XML
- Rust
- AWS
- REST
- Agile Scrum
- UI/UX design
- Debugging / QA
- Team Management
- ECS
- Video Editing
- Next.js
- HTML5
- CSS

## Education

### Associate in Science

*Long Beach City College*

### B.S. Computer Science

*Colorado State University*

*Global (In Progress)*

## Links

### Github:

[github.com/HireMeDev](https://github.com/HireMeDev)  
[eloper](#)

### Portfolio:

<https://jeffreylamb.vercel.app/>