Jeffrey Lamb

Software Engineer – Game Developer – Project Manager

3995 Farquhar Ave, Los Alamitos, CA 90720
(209) 283-6630
Jefflamb9@gmail.com

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 (7 months)
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 for example projects within Normcore.
- Developed comprehensive documentation in markup language, offering clear instructions, usage examples, and best practices for Normcore users.
- Collaborated closely to rapidly prototype new features and iterate on existing ones through an agile scrum methodology.

November 2022 - July 2023 (9 months)
Gameplay Programmer – *Playground Labs, Remote*
- Led the development and successful launch of "Brawl of Fame," a WebGL 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.

April 2017 - PRESENT
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
- FinalIK
- C#
- Java / Kotlin
- Lua
- TypeScript
- JS
- XML
- Rust
- AWS
- REST
- Agile Scrum
- UI/UX design
- Debugging / QA
- Team Management
- ECS
- Video Editing

Education

Associate in Science
Long Beach City College
B.S. Computer Science
Colorado State University Global (In Progress)

Links

Github:
github.com/HireMeDeveloper
Portfolio:
sandbagstudios.itch.io