

Laurence Sadler

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SUMMARY

Seeking a junior developer position to improve my skills in C#, C++, Python, Unity, and Unreal Engine as a skilled computer programmer.

SKILLS

Technical Skills: C#, C++, Python, Batch

Software: Git Github, Unity, Unreal Engine, Intel GPA, PIX

Soft Skills: Agile, Scrum Kanban, Jira Confluence, Debugging

EXPERIENCE

Validation Engineer | Intel Corporation - UST Global | Folsom, CA | July 2021 - Present

- Conducted testing and analysis of multiple software driver iterations, effectively communicating results to management.
- Supported debugging and issue reproduction with XeSS, Unreal Engine, SPECview/APC, and other 3D rendering/CAD software.
- Assisted with regression analysis and executed experimental test cases while collaborating with engineers to identify and diagnose software issues using relevant methodologies and tools.
- Developed comprehensive test execution cases for 3D and CAD software, employing Python and batch scripts to enhance testing workflows.
- Streamlined test workflows by coding automation scripts, achieving a reduction in testing durations by up to 20%.

Game Programmer | Vigilance Mobile | Nova Scotia - Remote | May 2021 - March 2022

- Successfully shipped "Intergalactic Rescue" on the Google Play Store with a team of programmers and artists.
- Prototyped and designed early game mechanics, including movement, power-ups, and collectibles.
- Developed the project from inception to release, utilizing C# for coding and Git for code reviews.
- Contributed to project documentation and planning efforts.

QA Tester | Enfenyx Games | Nova Scotia - Remote | April 2020 - January 2021

- Collaborated on QA testing for the release of "Devastation 2 - Repatriation" on Steam.
- Tracked and reported reproducible gameplay bugs to enhance overall quality.
- Provided recommendations for mechanics and features to enhance user experience and meet game objectives.
- Analyzed current game state and goals to suggest improvements.
- Conducted evaluations of game builds on Windows and Linux operating systems to ensure platform stability at launch.

PROJECTS

AI Position System Prototype - Unity | laurencesadler.com/projects/positioning-system-prototype/

- Developed a custom Environment Query System to manage AI entities Positioning Locations in Unity using C#

Ray Traced Image Renderer - C++ | laurencesadler.com/projects/ray-tracer/

- Developed fundamental features for ray tracing image rendering in C++, including anti-aliasing, diffuse, metal, dielectrics materials, and reflection/refraction, using vector math.
- Implemented third-party libraries: OpenMP for multi-threading, TinyPNG for rendering PNG images, analyzing the library's source code, and making appropriate adjustments to the existing project.
- Implemented my own thread pool using C++ STL, increasing speed by ~60-70%.

Serious Business, Silly Deliveries - Unity | Global Game Jam 2024 | laurencesadler.com/projects/game-jams/

- Rapidly prototyped game mechanics and implemented gameplay interactions in C#.
- Collaborated with Systems Programmer and Game Designer to ensure timely delivery of project milestones.
- Implemented an effective source control management system to prevent merge conflicts and ensure smooth project workflow.

EDUCATION

Game Programming and Design Diploma | Nova Scotia Community College | Truro, NS | 2021
