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   **July 2021 – Present, Folsom, CA**

· 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.
· Contributed to ML automation scripting with Python and batch files, reducing testing time by 10-20%.
· Created tools using Python and CV2 to extract performance data to Excel, enhancing data collection efficiency.

Game Programmer

Vigilance Mobile   **May 2021 – March 2022, Nova Scotia – Remote**

· 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   **April 2020 – January 2021, Nova Scotia – Remote**

· 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

Ray Traced Image Renderer – C++

laurencesadler.com/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/gamejams

· 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.

Catch'em – Unity

github.com/SirLorrence/Catch-Em

· Developed and recreated the Jak and Daxter mini-game "Hand Over Fish" using the Unity game engine.
· Implemented a custom shader system utilizing Unity's Shader Graph to simulate a curved lake effect, enhancing visual aesthetics.

EDUCATION