

Wyatt Murray | Software Engineer

wyattmurray1235@gmail.com | (919) 745-9689 | Raleigh, NC | [GitHub](#)

Summary

Results-driven software engineer with a strong foundation in C# and Typescript and a proven track record of optimizing performance and building scalable systems. Expertise in full-stack development principles, including real-time networking, complex data structures, and component-based architecture. Seeking a challenging role to apply a passion for clean code and problem-solving to deliver robust and efficient software solutions.

RELEVANT WORK EXPERIENCE

Style Studios Apr. 2025 – Present | Assistant Programming Lead | Remote

A studio focused on developing creative and technically advanced multiplayer virtual reality games.

- Provided technical leadership and mentorship to junior and mid-level developers, assisting in team coordination and conducting code reviews via **Git** to ensure high-quality, maintainable code.
- Engineered and refactored core game systems using Data-Oriented Design (DOD) with Unity ECS, resulting in a measurable performance increase of 11 FPS on clients and 17 FPS on hosts.
- Designed and implemented a high-performance networking solution to enable seamless real-time multiplayer experiences.
- Developed scalable in-game systems and custom tools for designers, streamlining workflows and enabling rapid content updates.

Project VRS Dec. 2023 - May 2024 | Personal Project

Independent project focused on developing VR systems and gameplay mechanics.

- Developed an immersive flight control system for a VR spacecraft simulator, enabling comprehensive dual-joystick functionality and real-time management of subsystems like targeting and power delivery.
- Collaborated with a team member to achieve a physics-simulated flight system with 3D controls, enhancing gameplay realism and player engagement.
- Designed and implemented a dynamic combat environment featuring waves of enemies with customizable missions, unique factions, and integrated positional tracking turrets and missiles, all managed with **Git** and **GitHub** for version control.

Custom Github Pages API Sept 2025 | Personal Project

- Architected and developed a minimal **RESTful API** using **ASP.NET Core** and **C#** to serve as a dynamic backend for a portfolio website, providing endpoints for retrieving project details and skills.
 - Rebuilt the front-end of the portfolio site to dynamically retrieve and display content from the API, creating a decoupled architecture for efficient content updates with streamlined deployment through **Git** and **GitHub**.
-

Education & Certifications

Wake Technical Community College | Raleigh, NC *Associate in Applied Science, Simulation and Game Development Programming*
2022 – 2024

Certifications: Adobe Certified Professional in Adobe Visual Design

Technologies: C#, C++, Python, Typescript, HTML, CSS, JSON, XML, .NET, [ASP.NET](#) CORE, Unity Engine, Visual Studio, Meta Quest Developer Hub, Jira, Confluence, GitHub, GitHub Actions, GitLFS

Skills: Version Control, Game Physics, Unity Development, Unit Testing, Debugging, Troubleshooting, Object-Oriented Programming (OOP), API Development, VR Development, Data Structures & Algorithms, Performance Profiling, DevOps

Interests: Building Computers, 3D Printing, Home Lab Building & Management, Leatherwork