Cameron Sadusky

Front end Developer | Software Engineer
Ready to relocate nationwide
619-693-0199
[Email](#) | [GitHub](#) | [Itch](#) | [LinkedIn](#)

Summary of Skills & Experience

- Experienced in software development with a focus on C-based languages, and Blueprint coding in Unreal Engine 5.4.
- Proficient in AI engineering, procedural generation, and various programming languages such as JSON, HTML, and Java.

Bachelor of Science in Software & Game Development
Neumont College of Computer Science, July 2022 – August 2025, 3.6 GPA

> **Technical Skills**
>
> **Proficient:** C++ | C# | C | Blueprint (Unreal Engine) | Unreal Engine 5.5 | Unity | Git | GitHub
> **Intermediate:** Java | JavaScript | JSON | HTML | AI Engineering | Procedural Generation | Blender | Blender Animations
> **Actively Learning:** Python | TSX | React | Docker

Notable Projects

QLO: Ollie's Quest
Senior Capstone | Unreal Engine | Oct 2024 – Dec 2024

- Developed a 3D puzzle game centered on tile-based player interaction using C++ and Blueprint scripting.
- Designed cinematic sequences and animated transitions for player feedback and narrative immersion.
- Integrated 3D assets and environments from Blender into Unreal Engine, refining workflows for animation and lighting.

Procedurally Generated Maze Runner
Unity | March 2024

- Built a procedurally generated maze system in C# with dynamic object spawning.
- Deployed to Itch.io and received game jam recognition for technical execution and player experience.

Industry Experience

Software Engineer Intern – Satori
Remote | April 2025 – Present

- Contributing to back-end and data visualization features in a TypeScript + React environment.
- Developing reusable components and optimizing performance for real-time crypto prediction data.
- Working across API design, chart rendering (AnyChart), and front-end integration in a professional agile workflow.
- Collaborating with senior engineers on architectural decisions and data pipeline improvements.

Software Developer / Game Designer – Neumont Game Studios
Enterprise Project | Salt Lake City, UT | Jan 2024 – Apr - 2024

- Designed and implemented core gameplay mechanics and landscaping for a multiplayer Unreal Engine 5 titled Warmonger45.
- Integrated Blueprint and C++ systems with 3D assets from Blender to build immersive, responsive environments.
- Delivered a polished prototype that earned positive feedback in milestone reviews for design clarity and user engagement.

Game & Software Developer – QLO: Ollie's Quest
Senior Capstone | Salt Lake City, UT | Oct 2024 – Dec 2024

- [Same as above]