

Timothy Reuter

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Professional Experience:

SSE Inc | Boeing Contract Software Engineer I | Oct 2021 - Present | Unity3D, C#, C++

- Familiarization with large C#/C++ codebases, across five shipped projects and one framework.
- Implement real-world functionality for military equipment and aircrafts in Unity/RHEL(C++) for PC/VR/AR.
- Collaborated with system engineers and artists in an Agile environment to implement and refine complex functionality.
- Develop Unity editor tools to streamline art asset implementation, build processes, project cleanup, and VR to AR conversions, eliminating common build failures and reducing procedure implementation time by 20%.
- Spearheaded a real-time procedure authoring project, enabling AR/VR environments to reflect changes immediately, enhancing customer experience and system flexibility.
- Debugged and optimized core system code to enhance performance and consistency in critical military simulation applications.

SSE Inc | Unity Programmer | Oct 2018 - Jul 2020 | Unity3D, C#, C++, ADA

- Developed a real-time maintenance grading system, enabling instructors to track student performance and safety adherence in a networked environment.
 - Contained a comprehensive tracking system to monitor student actions, providing instructors with actionable insights into success, failure, and missed safety measures.
- Served as merge master, performing thorough final code reviews and checks to ensure seamless integration of work into projects, upholding code quality and functionality.
- Acted as the primary point of contact for multiple systems, providing support and training to team members to improve onboarding and their contributions to the projects.

Freelance | 3D ArchViz Artist | Jan 2016 to Jun 2018 | Blender, Substance Designer

- Created high-quality, photorealistic 3D models and renders of buildings and environments based on architectural blueprints for use in architectural visualization (ArchViz) projects.

Magic Spells Studios | Asset Developer | Aug 2015 to Dec 2015 | Unity3D, ZBrush, Blender

- Create PBR characters/props from concept to finish for Hack, Slash and Backstab (PC/Xbox One - [Steam page](#)).

LBI Software | Software Engineer | Jun 2014 to Jan 2015 | SQL, Javascript

- Implemented Google Translate functionality for web applications, expanding the user base by allowing partial webpage translations without altering user input.
- Created and edited SQL scripts to generate reports for clients from their databases.

Projects:

Risk of Rain 2 Modded Character - The Witch

- Designed and implemented a networked character mod with four distinct sets of abilities, including ranged/melee attacks, area of effect abilities, stasis, healing, and movement effects.

Game Math Project

- Explored advanced mathematical topics applied to game development, such as quaternions, transformation matrices, vector manipulation, and collision detection using C++ and DirectX.

Technical Skills and Software:

Programming Languages: C# | C++ | Python | Java | SQL | Javascript

Game Engine/Frameworks: Unity3D, Unreal Engine, Blueprints

Software & Tools: Visual Studio, Git, Blender, ZBrush, Substance Designer/Painter, Maya

Mathematics: Linear Algebra, Transform Matrices, Collision Detection, Quaternions

Development Methodologies: Agile, Version Control (Git), Code Review Processes

Education:

Rochester Institute of Technology:

B.S. Game Design and Development - Minor: Japanese Language and Culture - GPA: 3.77