

# Cameron West

Game Developer & Software Engineer

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## SUMMARY

Passionate and results-driven game developer and software engineer with demonstrated experience in improving performance, testing existing code, and developing new features. Expert in Java and C++ with working knowledge of many other programming languages. Possesses excellent communication skills, strong attention to detail, and ability to finish projects on schedule.

## SKILLS

C/C++	C#	git	HTML/CSS
Java	JavaScript	OpenGL	Python
Rust	Unity	Unreal	Visual Studio

## EXPERIENCE

### Aveva Software, Lake Forest

— *Software Engineering Intern*

June 2022 – PRESENT

- Developed a web-based graphic editing app using Blazor and Web Assembly
- Prototyped a new client-server model with a 13x performance improvement
- Created debugging tools to assist other members of the team
- Diagnosed and fixed path traversal vulnerabilities
- Assisted with the development of testing tools to simulate 1000+ concurrent users
- Collaborated with team members using git and Azure DevOps
- Set up many Azure Pipelines for static code analysis
- Followed the Scrum framework and the Agile development methodology

### University of California, Santa Cruz

— *Research Assistant*

March 2022 – June 2022

- Generated 3D models of human faces with different methods of photogrammetry
- Developed an Android app to generate dense point arrays and 3D objects
- Created Python and Bash scripts to parse various data
- Collaborated with others for data collection and analysis

## PROJECTS

### Space Shark

– *Zero Gravity FPS*

- Created in Unreal 5.1
- Lead programmer using Blueprint and C++
- Designed procedural and generative sounds using MetaSounds
- Version management using Perforce Helix

### Thimble Knight

– *2.5D Platformer*

- Created using the Unity game engine and C#
- Worked with the artist team to create processes for collaboration
- Programming lead for a team of 7
- Concurrent development with Git and GitHub

### Night Drive

– *Retrowave Graphics Demo*

- Created with JavaScript and WebGL via the THREE.js library
- Custom vertex and fragment GLSL shaders for procedurally generated terrain using Perlin noise

### Celestial Combat

– *Pixel Art Shoot ‘Em Up*

- Created with JavaScript and Phaser 3
- Programmer for a team of 3
- Set up processes for art integration
- Combination of object-oriented and functional programming styles
- Version management with Git and GitHub

### Ray Tracer

– *From-scratch 3D Graphics Renderer*

- Programmed in C++
- Extensive use of linear algebra
- Multi-threading support
- Modular scene construction
- Supports several image formats

### Music Runner

– *First-Person Rhythm Game*

- Built with Unity and C#
- Extensive file processing for procedural level generation based
- Dynamic, audio-reactive post-processing effects
- Heavily modified an existing wall-running movement system

## EDUCATION

### University of California, Santa Cruz

– *B.S. Computer Science: Game Design*

September 2020 – June 2023

- 3.93 Cumulative GPA, Magna Cum Laude
- Dean’s Honors recipient every quarter
- Experienced with 3D math and linear algebra
- Gained broad experience with various programming languages and libraries
- Developed a custom 3D game engine with lighting, shadows, and particles
- Designed video games in Unity and Unreal for senior-year projects