Russell Caughey
Software Engineer

Oakland, CA - Email me on Indeed:

Willing to relocate to: Saint Paul, MN
Authorized to work in the US for any employer

WORK EXPERIENCE

Software Engineer
  - August 2015 to November 2016

• Gameplay programmer on two released virtual reality titles
• Full stack engineer on released mobile game
• Prototyped unreleased AR game with the HoloLens
• Creating development pipelines with engineers and artists
• Lead a small team of engineers and artists
• Developed with C#, PHP and SQL

Software Engineer
Famo.us - June 2015 to August 2015

- Contract
• Prototyped games using the Famo.us open source rendering engine
• Developed using Javascript and newly developed Famo.us framework
• Finished contract with presentation

Software Engineer
  - July 2014 to June 2015

• Gameplay engineer on an unreleased title
• Created character controllers and gameplay mechanics
• Developed tools for designers
• Lead a small team of engineers

Software Engineer
Digital Arc Systems - January 2014 to July 2014

• Developed a released character generator for PC
• Developed frontend UI architecture
• Created data structures to support large amounts of character data and story

LINKS

https://github.com/russellcaughey/