

J'Jay Yabsley

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Professional Summary

Software Engineer with over 9 years of experience in software development and API integration. Proficient in C++, Python, and C#, with a proven track record in leading technical implementations and delivering scalable solutions. Adept at collaborating with diverse teams to meet business and user needs.

Technical Skills

Programming Languages.....

C++ (C++ 17/20 standards), Python 2.7/3.7, C# (Unity)

Scripting Languages.....

Windows CLI, Shell, Powershell

Technical Expertise.....

Version Control: Perforce, Git

CI/CD: Jenkins

Containerization: Docker

Game Engines: Unreal Engine

Operating Systems: Headless Linux GNU, Windows

Cloud Platforms: AWS, Google Cloud

Work Experience

Greenroom Robotics

Simulation Engineer

2025 – Current

- Developing a Digital Twin simulation for Autonomous Marine Vessels in Unreal Engine 5
- Implementing advanced simulation algorithms for maritime autonomous systems

Vantari VR

Software Developer

2020 – 2025

- Was a founding developer for a VR Simulation training product educating clinicians
- Developed and was delivery lead on multiple medical procedures utilising latest VR technologies in Unreal Engine
- Was the lead Dev Ops and developed and maintained an end to end dev ops pipeline utilising Jenkins, Bitbucket Pipelines and various Docker pipelines
- Led technical implementations for VR medical training simulations

Academy of Interactive Entertainment

Programming Instructor

2019 – 2020

- Develop and deliver content for the Advanced Diploma of Professional Game Development (10702NAT)
- Mentored students in advanced programming concepts and game development practices
- Created comprehensive curriculum for professional game development training

Rotor Studios

Software Developer

2015 – 2019

- Unreal Engine C++ Developer
- Product and Technical Lead
- Dev Ops (CI/CD)
- Led development of high-profile VR and interactive experiences

General Pants Group, Acer, Schenker Logistics

IT Roles

Various

- Diverse IT experience across retail, hardware, and logistics sectors
- Gained foundational technical and business process knowledge

Shipped Products

Software Engineer, Delivery Lead, Dev Ops

www.vantarivr.com.au

Vantari Virtual Patient

June 2020 – July 2025

- Led development of comprehensive VR medical training platform
- Implemented scalable architecture for multi-user VR experiences
- Managed end-to-end DevOps pipeline for continuous deployment
- Delivered high-quality VR training modules for healthcare professionals

QA/Junior Developer → Software Developer → Product Delivery Lead

YouTube Demo

Showroom 360 - Toyota Australia

August 2015 – June 2019

- Progressed through multiple roles demonstrating technical growth and leadership capabilities
- Developed interactive automotive showroom experience using Unreal Engine
- Led product delivery and coordinated with stakeholders for successful deployment
- Implemented quality assurance processes and technical standards

Dev-Ops and Platform Optimisation

YouTube Demo

Dreamworld VR Rollercoaster

July 2016 – September 2016

- Optimized VR experience for Galaxy Note 5 platform
- Implemented performance optimizations for mobile VR deployment
- Managed deployment pipeline for theme park installation
- Delivered high-performance VR experience for consumer entertainment

Education

SAE Qantm College

Bachelors in Games Development (Programming), GPA: 6.47

2015

- Specialized in game programming and interactive media development
- Strong academic performance with above-average GPA
- Comprehensive foundation in software engineering principles and game development methodologies

References

Available upon request