

# Cameron Ottley

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**Professional Summary:** Salt Lake City-based Software Engineer with a passion for writing clean, efficient code, mentoring peers, and delivering user-focused features that enhance performance and scalability

## Education

**Bachelor of Science in Software Engineering** • 3.6 GPA

**Utah Valley University**, Orem, Utah

Graduation: May 2025

- Dean’s List: Fall 2023 • Fall 2024 • Spring 2025
- Collaborated with faculty to modernize core Computer Science curriculum
- Worked with faculty to develop a mobile app to help faculty form student teams based on skillset
- President, iPhone Development Club: Led Swift development workshops and mentored members in building iOS app prototypes

## Skills

### Programming Languages

C#, Python, Swift, C/C++,  
SQL, JavaScript, HTML/CSS,  
Java, Rust

### Development Practices

Software Testing,  
Agile/SCRUM methodologies,  
Version Control (Git),  
Software Design Patterns,  
CI/CD

### Frameworks & Tools

RESTful APIs, C# .NET, Entity  
Framework, Docker, ASP.NET,  
AWS, GitHub, Microsoft  
Office

## Software Development Experience

### C# Software Engineer

May 2024 - Present

**3Pupper Studios**, Remote

- Refactored Unity C# code and optimized architecture for a virtual reality application, improving maintainability, reducing technical debt, and ensuring testable code
- Designed and implemented a streamlined software testing workflow that improved overall software stability and enabled faster iteration
- Improved startup time by 20% through code optimization

### Mobile Software Engineer

May 2017 - November 2017

**Zaapp**, Salt Lake City, Utah

- Contributed Swift and C# code as part of an Agile team building mobile applications, including implementing software testing workflows to improve reliability
- Facilitated stakeholder communication to align expectations with technical feasibility and prevent scope creep
- Collaborated with founders to transition contracts from prior ventures, helping establish early client trust

**Unity & Mobile Software Engineer**

January 2013 - October 2013

**Pixio LLC**, Salt Lake City, Utah

- Acted as co-lead in the development of a tabletop gaming application that projected interactive Dungeons & Dragons maps onto physical tables
- Developed iOS applications in Objective-C, writing scalable, maintainable code that aligned with clients business needs
- Collaborated in an Agile team and met with clients to gather requirements, translating their vision into functional designs while balancing scope, deadlines, and technical feasibility

**Additional Experience****Employee Trainer & Sales Associate**

March 2015 - August 2019

**The Home Depot**, Salt Lake City, Utah

- Trained over two dozen new hires in department-specific procedures, equipment use (e.g. key copier, sprinkler systems), and store policies to ensure smooth onboarding and confident, capable performance
  - Took initiative to coordinate lunch breaks and delegate key tasks (e.g. watering, stocking, unloading trucks) during manager absences, maintaining full department coverage and operational flow
  - Served as an informal team lead, ensuring daily tasks were completed efficiently and supporting a positive team dynamic; consistently recognized by management for exceeding role expectations
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