

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
- Developed a mobile app to help faculty form student teams based on personality strengths
- President, UVU iPhone Development Club: Led Swift development workshops and mentored members in building iOS app prototypes

Skills

Languages

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

Engineering Practices

OOP, Data Structures, Design
Patterns, REST APIs, CI/CD,
Agile/SCRUM, DevOps, Unit
Testing, Version Control

Technologies & Platforms

AWS, Linux, Windows,
macOS, GitHub, Visual
Studio, Microsoft Office,
Docker, Xcode

Software Development Experience

Unity Game Engine and C# Developer

May 2024 - Present

3Pupper Studios, Remote

- Refactored Unity C# code and optimized architecture for a VR game project, improving maintainability, reducing technical debt, and ensuring testable code
- Improved game startup time by 20% by optimizing initialization routines
- Implemented Singleton and Factory design patterns to standardize architecture and simplify future feature development

Mobile Software Developer

May 2017 - November 2017

Zaapp, Salt Lake City, Utah

- Guided a mobile team in building media-focused iOS applications, contributing Objective-C and Unity/C# code, debugging, and accelerating feature delivery
- Facilitated stakeholder communication to align expectations with technical feasibility and prevent scope creep
- Collaborated with founders to carry forward contracts from prior ventures, establishing early client trust

Unity and Mobile Software Developer

January 2013 - October 2013

Pixio LLC, Salt Lake City, Utah

- Spearheaded development of an interactive tabletop gaming application that projected virtual Dungeons & Dragons maps onto physical tables, transforming the user experience and increasing engagement for play groups
- Developed and deployed mobile iOS applications in Objective-C for client projects, writing maintainable code aligned with 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 25+ 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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