Cameron Ottley

Salt Lake City, Utah · (801) 918-3132 · cameron.ottley@gmail.com
linkedin.com/in/cameron-ottley · ottles91.github.io

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

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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

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Skills

Languages	Engineering Practices	Technologies & Platforms
C#, Python, Swift, C/C++, JavaScript, SQL, HTML/CSS, TypeScript, Rust, Java, R	OOP, Data Structures, Design Patterns, REST APIs, CI/CD, Agile/SCRUM, DevOps, Unit Testing, Version Control	AWS, Linux, Windows, macOS, GitHub, Visual Studio, Microsoft Office, Docker, Xcode

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Software Development Experience

C# Software Engineer   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 Engineer   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 & Mobile Software Engineer   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