

Robert Casey Lafferty

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Computer Skills

Languages C++, C#, Java, C, Python, Lua, MySQL, SQL Server, PHP, HTML5, CSS3, NodeJS

Developer Tools Git, Visual Studio 2022, VS Code, PyCharm, Spyder, R Studio, Perforce, SVN

Professional Work Experience

AI Engineer (Unreal Engine 5 C++/Blueprint) March 2024 – Present
Phoenix Dawn, Remote

- Prototyped new AI mechanics, behaviors, and components to enhance in-game mechanics and player experiences
- Created an AI sandbox map to mainstream testing for all AI entities and features

Gameplay Engineer – Call of Duty (C++, Python, Proprietary Tech) Oct 2022 – Sept 2023
Treyarch, Playa Vista, CA

- Engineered 22 gameplay mechanics to empower players' experience in the proprietary Call of Duty engine
- Optimized workflow for my team and collaborators by centralizing information about a proprietary tool

Associate Engineer – Level Up U (C++, Unreal Engine, Proprietary Tech) July 2022 – Oct 2022
Activision Blizzard, Remote

- Learned professional game development tools and roles in 13-week internal bootcamp
- Created and presented a custom-designed game mode using the proprietary Call of Duty engine

Software Engineer II – Game Server & Systems (C#, C++, MS SQL Server) Dec 2021 – July 2022
AGS, Duluth, GA

- Designed a brand new Windows service to assist in legacy support for older servers
- Enhanced QA's workflow by improving the UI and back-end functionality for existing software suites

Software Engineer – Tomahawk Weapons Control System (C++) March 2021 – Sept 2021
Naval Surface Warfare Center, Dahlgren, VA

- Implemented UI and back-end fixes to legacy, mission-critical C++ code for government weapons systems
- Streamlined new hire onboarding documentation and exercises to improve future new hire experiences

Software Projects

Personal Website (HTML5, CSS3, JavaScript, PHP, Jekyll, Sass) – Portfolio Jan 2013 – Present

- Designed and implemented custom HTML5-verified code from scratch
- Showcased personal projects for software development, video game development, and web development

Wrath of Raoden (Unity C#) – Side Project Dec 2020 – Feb 2023

- 2D roguelike dungeon crawler where the player must conquer randomized dungeons to save the world
- Managed a team of 3-6 developers through design, development, and testing with intent to publish

Game Dev Club Admin Database (Python, MySQL, HTML5, CSS3, D3JS) – Academic Project Aug 2019 – Dec 2020

- Engineered full-stack application for hosting member information, and sending official club emails
- Developed web interface for sending emails and viewing member information

Education

University of Nebraska-Lincoln, Lincoln, NE Dec 2020
Master of Science in Computer Science CS GPA: 3.39

Kansas State University, Manhattan, KS May 2017
Bachelor of Science in Computer Science Minor: Music CS GPA: 3.26

Honors & Activities

Manticore Games Alpha Tester – Core Nov 2019 – Aug 2020
Co-Founder, President – UNL Game Development Club Aug 2018 – Dec 2019
Eagle Scout Sept 2012