Robert Casey Lafferty

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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

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
Game Dev Tools	Unreal Engine 5, Unity Engine 2020, Audacity, Blender, Mixamo, Adobe Photoshop

Relevant Education Experience

Computer Science Tutor (C#, C++, C, Java, JS, Python, HTML/CSS)   Aug 2021 – Present
Pear Deck Learning, Remote
- Customized lesson plans to compliment individual learning styles during 1:1 tutoring sessions
- Inspired students to pursue extracurricular interests such as video game development

Math and Language Arts Tutor   March 2024 – June 2024
TutorMe Education, Los Angeles, CA
- Engaged students using creative games or activities during small-group sessions to renew interest in school
- Assisted with in-class instruction or supplementary teaching as teachers and administration requested

Graduate Teaching Assistant – Comp. Sci. for Non-Majors (Matlab)   Aug 2019 – Aug 2020
University of Nebraska-Lincoln, Lincoln, NE
- Managed UTA and GTA grading policies and grading assignments to ensure timely feedback cycles
- Developed and presented GitHub tutorial wiki to prepare students for common industry practices

Graduate Teaching Assistant – Intro to Comp. Sci. I, Intro to Comp. Sci. II (Java, PHP, MySQL)   Aug 2017 – May 2018
University of Nebraska-Lincoln, Lincoln, NE
- Prepared and presented lab assignments, handouts, and assisting materials
- Coordinated grading of homework and labs among UTAs and fellow GTAs

Other Work Experience

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

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

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

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

Relevant Education Projects

Packet Delivery – Master's Thesis (Unity C#)   Jan 2019 – Dec 2020
- 2D roleplay game where the player utilizes a postal service analogy to learn DNS Lookup
- Designed and implemented optional gameplay systems to further teach about networking optimizations

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