

Robert Casey Lafferty

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github.com/rcclafferty

rcclafferty.github.io

Through my engineering work with proprietary tech, I bring designers' gameplay creations to life.

Game Credits

AAA: Call of Duty: Black Ops 6 (Proprietary Engine)	2024
AAA: Call of Duty: Modern Warfare III (Proprietary Engine)	2023
Indie: Social Sidekick (Unity Engine)	2023

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 4/5, Unity Engine, Audacity, Mixamo, Adobe Photoshop

Professional Work Experience

AI Engineer (Unreal Engine 5 C++/Blueprint) Deviant Games, Remote	March 2024 – Present
<ul style="list-style-type: none">Prototyped new AI mechanics, behaviors, and components to enhance in-game mechanics and player experiencesInitiated a code review process for all engineers to receive feedback and share knowledge across teams	
Gameplay Engineer – Call of Duty (C++, Python, Proprietary Tech) Treyarch, Playa Vista, CA	Oct 2022 – Sept 2023
<ul style="list-style-type: none">Engineered 22 gameplay mechanics to empower players' experience in the proprietary Call of Duty engineOptimized workflow for my team and collaborators by centralizing information about a proprietary tool	
Software Engineer – Level Up U (C++, Unreal Engine 4, Proprietary Tech) Activision Blizzard, Remote	July 2022 – Oct 2022
<ul style="list-style-type: none">Learned AAA game development tools and roles in 13-week internal bootcampCreated 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) AGS, Duluth, GA	Dec 2021 – July 2022
<ul style="list-style-type: none">Designed a brand new Windows service to assist in legacy support for older serversEnhanced QA's workflow by improving the UI and back-end functionality for existing software suites	
Software Engineer – Tomahawk Weapons Control System (C++) Naval Surface Warfare Center, Dahlgren, VA	March 2021 – Sept 2021
<ul style="list-style-type: none">Implemented UI and back-end fixes to mission-critical C++ code for government weapons systemsStreamlined new hire onboarding documentation and exercises to improve future new hire experiences	

Game Dev Projects

Unreal Engine Sandbox (Unreal Engine 5 C++/Blueprint) – Side Project (Link)	Sept 2023 – Present
<ul style="list-style-type: none">3D third-person sandbox project used to explore game ideas, AI, player controls, VFX, animation, and cinematicsDesigned AI NPCs to patrol an area and detect the player using sight, hearing, and prediction perception types	
Wrath of Raoden (Unity C#) – Side Project (Link)	Dec 2020 – Feb 2023
<ul style="list-style-type: none">2D roguelike dungeon crawler where the player must conquer randomized dungeons to save the worldManaged a team of 3-6 developers through design, development, and testing with intent to publish	

Education

University of Nebraska-Lincoln , Lincoln, NE Master of Science in Computer Science CS GPA: 3.39	Dec 2020
Kansas State University , Manhattan, KS Bachelor of Science in Computer Science Minor: Music CS GPA: 3.26	May 2017

Honors & Activities

Co-Founder, President – UNL Game Development Club	Aug 2018 – Dec 2019
Eagle Scout	Sept 2012