

Riley Labrecque

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Experience

- Sep 2017 – Present **Client Network Engineer, First Strike Games.**
○ Implementing online services.
- Jul 2016 – Jul 2017 **Technical Writer (Remote Contract), Valve Corporation.**
○ Writing documentation for Steam partners.
 - Rewrote the entire programming API documentation.
 - Cleaning up the existing documentation by porting it to Valve's new backend.○ Created various tools to assist with the documentation efforts:
 - Auto generated the API documentation pages which allowed us to make large sweeping changes quickly and easily and keep the documentation in sync with the code.
 - Static analyzer that caught common errors before reaching customers and served as a progress report.
- Jun 2014 – Jul 2016 **Freelance Software Engineer, One Indirection Software.**
○ Providing consulting and development services to indie game developers with a heavy focus on Unity.
○ Worked directly with many great titles across a large range of studios, some of my favorites include:
 - *Autocraft & Modbox* by Alientrapp Games
 - Implemented the user-generated content sharing platform with the Steam Workshop.
 - Performance optimization for VR.
 - *AaaaaA! for the Awesome & Dyscourse* by Owlchemy Labs, LLC
 - Implemented a number of value-added features including achievements and leaderboards.
 - Porting from Windows to OSX and Linux and debugging.
 - *Vertiginous Golf* by Kinelco
 - Implemented Steam Leaderboards and designed an API to use them from Javascript.
- Sep 2013 – Mar 2014 **Software Engineer, Shorebound Studios.**
○ I was handed complete control over the previously released game *Spectraball*.
○ Increased revenue by over 400% month-over-month by identifying and implementing market strategies.
- Jan 2012 – Sep 2013 **Freelance Software Engineer.**
○ Created server plugins for *Counter-Strike: Source* community game servers including *Multiplayer Bunny Hops: Source* which was used by over 260 concurrent game servers with tens of thousands of players.
- Jul 2007 – Aug 2013 **Web Developer & Game Designer, Obsession Soft.**
○ Helped turn *Kreedz Climbing* into one of the biggest Source engine mods ever by player count.
○ Small team meant wearing many hats, primary focus was on maintaining game servers and websites.

Conference Speaking Engagements

- Aug 2014 **Crash Course on Implementing Steamworks SDK, Unity Unite 2014.**

Projects

- Sep 2013 – Present **Steamworks.NET.**
○ Unity plugin to easily integrate with Valve's Steamworks SDK.
○ Used by over 400 shipping Unity games and roughly 2/3 of all Unity games shipped on Steam, including:
 - *7 Days to Die, Distance, Dyscourse, Infinifactory, Job Simulator, Kerbal Space Program, Mushroom 11, Race The Sun, RimWorld, Robocraft, Slime Rancher, Stardew Valley, Terraria, The Elder Scrolls: Legends, The Long Dark, The Swapper, Unturned, Verdun, Windward, Yooka-Laylee*

Technical Experience

Proficient with

Languages C/C++, C#, Javascript, PHP, Python, Regex, SourcePawn, TypeScript
Technologies Docker, Git, Linux, Mobx, Node.js, Perforce, Protobuf, React, Unity, Unreal Engine 4, Valve Hammer Editor, Visual Studio, Webpack, Win32

Have Experience with

Languages Java, HTML, Lua
Technologies Blender, Blizzard World Editors, DirectX, GCC, GDB, IDA Pro + Hex Rays, LaTeX, Mercurial, MySQL, Photoshop, Qt, Subversion, WPF, XCode