

Riley Labrecque

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nope@gmail.com
rileylabrecque.com

Experience

- Apr 2019 – Present **Lead Systems Engineer, First Strike Games.**
- Designing and implementing online services in Unreal Engine 4, from the backend to UI.
 - Debugging, optimization, build engineering, and tooling on Windows, Linux, and consoles.
 - Maintaining communication with our technical partners.
 - Mentoring, leading, documenting features and practices, and putting out fires.
- Sep 2017 – Mar 2019 **Client Network Engineer (Remote), First Strike Games.**
- Jul 2016 – Jul 2017 **Technical Writer (Remote Contract), Valve Corporation.**
- Writing documentation for Steam partners.
 - Rewrote the entire Steam API documentation for programmers.
 - Created various tools to assist with the documentation efforts.
 - Auto generated 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 Alientrap 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.**
- Commissioned server plugins for *Counter-Strike: Source* community game servers.
- Jul 2007 – Aug 2013 **Web Developer & Game Designer, Obsession Soft.**
- Helped turn *Kreedz Climbing* into one of the largest Source engine mods ever by player count.

Other

- Aug 2014 **Conference Talk: Crash Course on Implementing Steamworks SDK, Unity Unite 2014.**
- Sep 2013 – Present **Project: 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 Go, Java, HTML, Lua
Technologies Blender, Blizzard World Editors, DirectX, GCC, GDB, IDA Pro + Hex Rays, Kubernetes, LaTeX, Mercurial, MySQL, Photoshop, Qt, Subversion, WPF, XCode