

SADIE CRAWFORD

Software Engineer

www.sadiecrawford.com
(727) 412-4833
sadie.crawford.work@gmail.com

EDUCATION

University of Florida

Digital Worlds Institute

May 2022

Master of Arts, Digital Arts and Sciences

Focus on VR, 4.0 GPA

- Awarded "Best MiDAS Capstone"
- Published in the IEEE Conference on Virtual Reality 2022 as team lead for a multiplayer VR dental implant simulation

University of Florida

College of Liberal Arts and Sciences

May 2021

Bachelor of Science, Computer Science

3.9 GPA

SKILLS

LANGUAGES	C++, Python, C#
ENGINES	Unreal 4 & 5, Unity
VERSION CONTROL	SVN, GitHub
DESIGN	UI/UX Design
METHODOLOGIES	Agile Scrum, Standups
DEVOPS	CI/CD, Jenkins, AWS
DATABASES	SQL
DESIGN TOOLS	Photoshop, GIMP, Figma

INTERESTS

Games (of course!)
Knitting
Reading
Bird Watching

SUMMARY

Experienced game developer, specializing in gameplay mechanics and UI development. Skilled in C++ and integrating third-party APIs. Adept at collaborating with designers and providing feedback to team members, fostering collaboration and productivity. Passionate about creating enjoyable experiences with others.

EXPERIENCE

Game Programmer, Chromatic Games

August 2022 - Present

Dungeon Defenders: Awakened

- Achieved significant optimization in multiplayer loading times, reducing them up to sixfold by implementing local item storage
- Created split-screen functionality with dynamic UI changes, complete with an UE4 engine source bugfix for Slate input routing
- Led PTR and live releases, facilitating hotfixes and patch notes
- Ported the game to a free-to-play version for Smilegate Stove release

Dungeon Defenders: Going Rogue

- Functionally improved and stylized the original user interface
- Developed various gameplay mechanics, including enemy AIs and game modes

Miscellaneous

- Played a key role in an undisclosed project's virtual reality gameplay and interactions
- Designed and implemented a classic tower defense user interface & Niagara visual effects for an internal prototype
- Stylized and integrated a MOBA-style user interface for the company's latest project

Software Engineer, Grimsmo Knives

June 2021 - August 2022

- Increased manufacturing productivity with a dashboard of Kern CNC machine tool lives using Python and Google APIs
- Integrated a lottery system for purchasing sought-after products, improving customer satisfaction
- Developed an internal enterprise resource planning (ERP) system with AppSheet and Apps Script for efficient resource and operations management
- Monitored systems to ensure process reliability and maintain software stability and performance