

CHASE SOUTHGATE

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Education

University of Nevada - Las Vegas

Expected May 2026

Bachelor of Science in Computer Science

Las Vegas, NV

- **Organizations:** Layer Zero (Cybersecurity Club), Rebel Game Devs
- **Relevant Coursework:** Software Design, Data Structures and Algorithms, Systems Programming

Experience

Software Engineer Intern (XR Development)

June 2024 – August 2024

NASA

- Expected to work closely with the XR research team to develop highly immersive simulations using C++, Nvidia Omniverse, and Unreal Engine 5

Augmented Reality Development Extern

March 2024 – April 2024

Snap Inc.

- Expected to work within the Snap Lens Platform to develop, design, and produce Augmented Reality projects
- Engaged in immersive technical training and workshops to master the intricacies of AR lens development within the Snapchat ecosystem, acquiring proficiency in advanced techniques and methodologies in AR design.

Software Engineer Intern

January 2024 – March 2024

BLT SMRT

- Worked closely with Software Developers and Architects to create Contracted and Open-Source architecture and architecture-adjacent tools and software, particularly in Autodesk environments such as AutoCAD and Revit
- Conducted Product Code optimization for (BIM) architectural modeling software within the .NET framework using C#. Additionally Providing Inline Documentation for the functionality of each code segment.
- Programmed and deployed Node.js telemetry server endpoints to collect product activity from PostgreSQL server, developing separate endpoints to gather SQL query results, database entries, and specific action types.

Game Developer and Studio Founder

August 2022 – August 2023

Independent Roblox Game Studio

- Lead Script Developer and Founder of a game studio based on the Roblox platform.
- Programmed physics-based movement scripts and asset based action scripts for deployment in final production, implementing 35+ local and client scripts in Lua using Roblox Studio.
- Optimized both client and server-side frameworks to integrate user commands reducing server loads by 45%.

Projects

Virtual Reality Development | C++, Unreal Engine 5, Virtual Reality, Blender, 3D Modeling

- Led the development of a virtual reality game that combined the climbing mechanics of 'The Climb' with the combat experience of 'Blade and Sorcery' using Unreal Engine's C++ based game development environment.
- Developed Virtual Reality movement and Combat scripts with regards to spatial tracking, dynamic camera snapping, and virtual weight distribution on 15+ Blender developed assets.

Dynamic HTML DataScraper | HTML, Python, BeautifulSoupAPI, Requests, Webscraping

- Engineered versatile web scraping scripts extracting HTML data modularly employing BeautifulSoup and Requests libraries capable of parsing **10,000 objects every second**.
- Integrated efficient data storage and translation system facilitating management of scraped objects to designated files/formats.

Mountain - Roblox Physics Simulator | Lua, Roblox Studio, Blender, Animation Rigs, Game Development

- Developed "Mountain", a gravity based simulator game, showcasing and the Physics Engine on the Roblox Studio Platform in tangent with 3D models and WorldBuilding assets.
- Applied instances of body velocity and force vectors to simulate gravity and anti-gravity exertion, later implemented to make calculated launch trajectories in any given direction.

Relevant Skills

Languages: C++, C#, Python, JavaScript, Lua, HTML/CSS, SQL

Framework/Technologies: Docker, .NET, Shell, Git, Blender, Unreal Engine 5, Adobe Creative Suite