

# Robert Casey Lafferty

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[github.com/rcclafferty](https://github.com/rcclafferty)

[rcclafferty.github.io](https://rcclafferty.github.io)

## Computer Skills

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**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 5, Unity Engine 2020, Audacity, Blender, Mixamo, Adobe Photoshop

## Professional Game Development Experience

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**Gameplay Engineer – Call of Duty** (C++, Python, Proprietary Tech) 2022 – 2023  
Treyarch, Playa Vista, CA

- Engineered killstreaks, equipment, and field upgrades in the proprietary Call of Duty engine
- Mainstreamed information about a proprietary tool to optimize workflow for my team and collaborators
- Advised gameplay, networking, UI, and UX interns on their development tasks
- Assisted in ongoing cross-studio playtests and reporting bugs across three Call of Duty titles

**Software Engineer – Level Up U** (C++, Unreal Engine, Proprietary Tech) 2022  
Activision Blizzard, Remote

- Learned professional game development tools and roles in 13-week internal bootcamp
- Created and presented a custom game mode using the proprietary Call of Duty engine
- Trained on Activision teamwork and technical skills to smoothly transition to a studio role
- Collaborated with other participants to refine individual designs and projects

## Game Dev Projects

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**Tantrumm** (Unreal Engine C++/Blueprint) – Level Up U Project 2022

- 3D third person sandbox project used for exploring AI, player controls, animation, and camera systems
- Designed and built a puzzle level where a player must open doors by finding keys scattered around the level

**Wrath of Raoden** (Unity C#) – Side Project 2020 – 2022

- 2D roguelike dungeon crawler where the player must conquer randomized dungeons to save the world
- Managed a team of 3-6 developers through design, development, and testing with intent to publish

**Haircut Simulator** (Unity VR C#) – Summer Internship Project 2019

- Virtual Reality (VR) haircut simulator targeted to Oculus Quest for use in autism research and therapy
- Optimized editor tools, UI options, and user experience to aid the patient and therapist

## Other Work Experience

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**Computer Science Tutor** (C#, C++, C, Java, JS, Python, HTML/CSS) 2021 – Present  
TutorMe, Remote

**Software Engineer II – Game Server & Systems** (C#, C++) 2021 – 2022  
AGS, Duluth, GA

**Software Engineer – Tomahawk Weapons Control System** (C++) 2021  
Naval Surface Warfare Center, Dahlgren, VA

## Education

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**University of Nebraska-Lincoln**, Lincoln, NE Dec 2020  
Master of Science in Computer Science CS GPA: 3.39

**Kansas State University**, Manhattan, KS May 2017  
Bachelor of Science in Computer Science Minor: Music CS GPA: 3.26

## Honors & Activities

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Manticore Games Alpha Tester – Core 2019 - 2020  
Co-Founder, President – UNL Game Development Club 2018 - 2019  
Participant in KSU ACM Programming Contest 2013 - 2017  
Eagle Scout 2012