Robert Casey Lafferty

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Computer Skills

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

Professional Work Experience

Computer Science Tutor (C#, C++, C, Java, JS, Python, HTML/CSS)   2021 – Present
TutorMe, Remote
- Improvised lessons to assist on-demand requests with computer science topics
- Assisted students in pursuing extracurricular interests such as game development

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

Associate 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

Software Engineer II – Game Server & Systems (C#, C++, MS SQL Server)   2021 – 2022
AGS, Duluth, GA
- Designed a brand new Windows service to assist in legacy support for older servers
- Engineered new UI and back-end functionality to expand upon existing software suites

Software Engineer – Tomahawk Weapons Control System (C++)   2021
Naval Surface Warfare Center, Dahlgren, VA
- Implemented UI and back-end fixes to legacy, mission-critical code
- Initiated a process to streamline new hire onboarding documentation and exercises

Software Projects

Personal Website (HTML5, CSS3, JavaScript, PHP, Jekyll, Sass) – Portfolio   2013 – Present
- Designed and implemented custom HTML5-verified code from scratch
- Showcased personal projects for software development, video game development, and web development

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

Game Dev Club Admin Database (Python, MySQL, HTML5, CSS3, Sass, D3JS) – Academic Project   2019 – 2020
- Engineered full-stack application for hosting member information, and sending official club emails
- Developed web interface for sending emails and viewing member information

Education

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

Co-Founder, President - UNL Game Development Club   2018 - 2019
Participant in KSU ACM Programming Contest   2013 - 2017
Eagle Scout   2012