

Robert Casey Lafferty

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github.com/rcLafferty

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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

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

Game Dev Tools Unreal Engine 5, Unity Engine 2020, Audacity, Blender, Mixamo, Adobe Photoshop

Network/Security Wireshark, Metasploit, Social Engineering Toolkit, theHarvester

Relevant Education 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

Graduate Teaching Assistant – Comp. Sci. for Non-Majors (Matlab) 2019 – 2020
University of Nebraska-Lincoln, Lincoln, NE

- Managed UTA and GTA grading policies and grading assignments
- Developed and presented GitHub tutorial wiki based on industry standards

Graduate Teaching Assistant – Intro to Comp. Sci. I, Intro to Comp. Sci. II (Java, PHP, MySQL) 2017 – 2018
University of Nebraska-Lincoln, Lincoln, NE

- Prepare and present lab assignments, handouts, and assisting materials
- Coordinate grading of homework and labs among UTAs and fellow GTAs

Other Work Experience

Associate 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

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

Relevant Projects

Packet Delivery – Master’s Thesis (Unity C#) 2022 – 2023

- 2D roleplay game where the player utilizes a postal service analogy to learn DNS Lookup
- Designed and implemented optional gameplay systems to further teach about networking optimizations

Honors & Activities

Co-Founder, President - UNL Game Development Club 2018 - 2019

Participant in KSU ACM Programming Contest 2013 - 2017

Eagle Scout 2012