

Robert Casey Lafferty

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github.com/rcLafferty

rcLafferty.github.io

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

Relevant Education Experience

Game Programming Instructor (C, C++, Lua) Aug 2024 – Present
Academy of Art University, Remote

- Taught students crucial game development skills such as data structures, algorithms, and project management
- Mentored students in engineering cohesive gameplay mechanics and AI behaviors to meet project requirements

Math and Language Arts Tutor March 2024 – June 2024
TutorMe Education (Contract), Los Angeles, CA

- Engaged students using creative games or activities during small-group sessions to renew interest in school
- Assisted with in-class instruction or supplementary teaching as teachers and administration requested

Computer Science Tutor (C#, C++, C, Java, JS, Python, HTML/CSS) Aug 2021 – Dec 2023
Pear Deck Learning, Remote

- Customized lesson plans to compliment individual learning styles during 1:1 tutoring sessions
- Inspired students to pursue extracurricular interests such as video game development

Graduate Teaching Assistant – Multiple Courses (Matlab, Java, PHP) Aug 2017 – May 2018, Aug 2019 – Aug 2020
University of Nebraska-Lincoln, Lincoln, NE

- Managed UTA and GTA grading policies and grading assignments to ensure timely feedback cycles
- Developed and presented GitHub tutorial wiki to prepare students for common industry practices

Other Work Experience

Software Engineer – AI (Unreal Engine 5 C++/Blueprint) March 2024 – Present
Deviant Games (Contract), Remote

Software Engineer – Call of Duty (C++, Python, Proprietary Tech) Oct 2022 – Sept 2023
Treyarch, Playa Vista, CA

Software Engineer II – Game Server & Systems (C#, C++, MS SQL Server) Dec 2021 – July 2022
AGS, Duluth, GA

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

Relevant Education Projects

Packet Delivery – Master’s Thesis (Unity C#) ([Link](#)) Jan 2019 – Dec 2020

- 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 Aug 2018 – Dec 2019
Eagle Scout Sept 2012