Jeffrey Louis Lamb

Software Engineer – Game Designer – Web Developer

Los Alamitos, CA 90720
(209) 283-6630
Jefflamb9@gmail.com

Qualification Summary

- As a reliable Software Developer with over 6 years of hands-on experience, I am proficient in all aspects of development, including prototyping, asset creation, system design, networking, UI/UX, front-end systems, back-end systems, and live service. I have successfully shipped multiple multiplayer games across various platforms, contributing significantly to the growth and success of multiple startups.

Experience

January 2024 - Present (8 Months)

Web Developer – *Ellipsis LLC, Remote*

- Worked closely with remote clients to deliver various interactive sites including games similar to Wordle, Countdown, Conundrum
- Developed interactive websites using HTMLI, CSS, JS, and TS
- Built designs in Figma and Excel to communicate ideas used to translate initial designs and concepts into finished products
- Connecting websites to remote resources like databases and external sites
- Simplified web development using tools like TailwindCSS and React frameworks like Next.JS
- Collaborated with artists and iterated on designs to ensure intuitive, adaptive, and reactive interfaces.
- Worked with shaders in WebGL to create interactive web graphics

March 2023 - January 2024 (1 Year)

Multiplayer Frameworks Developer – *NormalVR, Remote*

- Enhanced Normcore Multiplayer API using C# and Unity profiling tools, optimizing performance for "Nock," a VR title launched on Meta Quest 2/3 and PSVR.
- Utilized Final IK within Unity to create procedural animations compatible with artist rigs.
- Developed comprehensive documentation in markdown, providing clear instructions, examples, and best practices.
- Collaborated closely with internal teams and artists to rapidly prototype and iterate on features through an Agile Scrum methodology, incorporating feedback from VR playtesting and management requirements.

January 2022 - March 2023 (1 Year +)

Gameplay Programmer – *Playground Labs, Remote*

- Led the development and launch of "Brawl of Fame," a WebGL/Mobile MOBA game, using Photon Quantum for gameplay code (C#) and Unity for visuals/audio, along with TypeScript for API calls.
- Optimized UI/UX design for both WebGL and mobile, ensuring dynamic scaling to various screen sizes through iteration and testing.
- Developed and optimized core gameplay systems, including weapon and powerup systems, character selection, enemy AI, and tools for implementing new content.
- Solely responsible for all networked multiplayer features, ensuring seamless gameplay across WebGL and mobile platforms using Rewired.
- Conducted playtesting and gathered feedback via Discord and a dedicated playtesting team, using live sessions and Google Forms for bug tracking and data collection.

Skills

- Unity3D / VR
- Unity Photon
- FinalIK
- C#
- Java / Kotlin
- Lua
- TypeScript
- JavaScript
- XML
- Rust
- AWS
- REST
- ECS
- Video Editing
- Next.js
- HTML5
- CSS
- IntelliJ
- Blockbench
- Procedural Generation
- Optimization
- Performance Tuning
- Data Management
- Artificial Intelligence
- SQL
- Agile Scrum
- UI/UX Design
- Debugging / QA
- Team Management

Education

Associate in Science
Long Beach City College

B.S. Computer Science
Colorado State University Global (In Progress)

Links

Github:
github.com/HireMeDeveloper

Portfolio:
https://jeffreylamb.vercel.app/

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February 2020 - April 2022 (2 Years +)
Online Private Instructor – *iDTech, Remote*
- Taught Unity, C#, and Java essentials using tools such as Unity, IntelliJ, Blockbench, and Roblox Studio, building strong fundamentals for aspiring developers.
- Adapted lessons to student-chosen projects, covering core concepts like scene transitions, player controllers, interaction systems, and data management.
- Noted student challenges to provide targeted instruction, adapting lessons to student interests and iterating on topics across multiple sessions.
- Fostered student engagement and understanding through a "I Do, We Do, You Do" strategy, encouraging independent problem-solving and critical thinking.

March 2018 - April 2020 (2 Years +)
Tech Service Associate – *Staples, Seal Beach, CA*
- Assisted customers with online orders and tech-related requests.
- Repaired light hardware issues related to various devices (Mobile Phones, Laptops, Tablets).
- Managed customer online orders, pushing company promotions for rewards cards and credit cards.
- Assisted with large business orders at both the tech counter and the copy and print center.
- Stocked and organized shelves, built new displays, and maintained a clean and organized work area.
- Covered shifts and provided exceptional customer service.

April 2017 - PRESENT (8 years +)
Indie Developer – *Sandbag Studios, Remote*
- Managed Unity/Unreal/VR projects, overseeing puzzle games, top-down pixel art games, a horror survival game, a multiplayer survival game, platforming games, and VR demos, ensuring effective communication and resource allocation.
- Led the development of notable projects like "To Go Through," an endless running survival horror game, and "Gambling at Work," a survival management game for a game jam, overseeing all aspects from coding to art.
- Utilized Trello and Discord for project management and team communication, facilitating idea sharing, voice calls, and task assignments.
- Mentored first-time artists, developers, 3D modelers, and UX designers, helping them understand the full development process and sparking their careers.