

JAMES STEELE SEELEY

Senior Unreal Gameplay Engineer

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SUMMARY

Senior software engineer with 10+ years of experience building gameplay systems, UI, VR interactions, localization support, production tools, and build workflows for shipped commercial games and independent projects. Strong fit for senior Unreal, gameplay, tools, or production-engineering roles that need practical cross-discipline support across engineering, design, art, QA, and production. Shipped and supported work includes The Lord of the Rings: Return to Moria, Hello Neighbor VR: Search and Rescue, Five Nights at Freddy's: Security Breach, Hello Neighbor 2: Hello-copter, and Zombies!!! Video Game.

CORE SKILLS

- Unreal Engine 4/5, C++, Blueprint, Slate/UI, gameplay systems, VR interactions, save-state systems, physics, shaders
- Python, JavaScript/Node.js, C#, build tooling, workflow automation, Unreal Game Sync, source-control workflows
- Localization support, subtitle systems, font clarity, multilingual UI support, accessibility-facing presentation
- Performance investigation, UI responsiveness, cross-platform interface support, PlayStation and VR release support
- Technical documentation, production support, JSON configuration, static-site/build pipelines

EXPERIENCE

Babaroga

Software Engineer / Gameplay Systems Engineer - 2021 - 2024

- Contributed gameplay, UI, subtitle, localization, save-state, project-structure, performance-investigation, and release-support work across shipped PC, PlayStation, mobile, and VR titles.
- Supported localization workflows across Unreal and mobile projects, including subtitles, menu UI, font clarity, multilingual text integration, and cross-cultural presentation checks.
- Used Python and Node.js for automation, localization conversion, static-site/build tooling, and workflow cleanup.
- Supported production workflows around source control, project organization, build systems, Unreal Game Sync, QA-facing update paths, and cross-discipline documentation.

The Lord of the Rings: Return to Moria

PS5 / PC - Unreal Engine 4

- Supported Unreal UI and production engineering for a shipped PC and PS5 title, focused on Slate UI responsiveness, audio/UI synchronization, cross-platform interface polish, key-bind icon support, and performance investigation.
- Fixed UI/UX issues affecting frame rate, loading times, interface consistency, and gameplay smoothness.
- Investigated skeletal mesh and AI optimization issues while helping stabilize public-release UI behavior.

Hello Neighbor VR: Search and Rescue

Meta Quest / PlayStation VR / Steam - Unreal Engine 4

- Contributed VR gameplay, UI, and production-support engineering for a multi-platform VR title.
- Managed project file structure and save-state systems while supporting menu UI, in-world 3D UI, localization, and player-facing production polish.
- Developed VR mechanics and shader-supported interactions while optimizing physics collisions and in-game 3D UI performance.

Five Nights at Freddy's: Security Breach

PlayStation / PC - Unreal Engine 4

- Developed and supported gameplay mechanics, UI, shaders, and an in-game subtitle system for a shipped Unreal title.
- Supported subtitle readability, localization integration, accessibility-facing presentation, bug fixing, and system stability.
- Helped improve player-facing presentation and maintainability across mini-game, interface, shader, and localization work.

Additional Shipped Support

- Converted Hello Neighbor 2: Hello-copter helicopter/drone gameplay behavior from Unreal Blueprints into C++, preserving behavior while improving engineering ownership and maintainability.
- Supported Zombies!!! Video Game mobile UI production, presentation polish, font clarity, and interface consistency across varied iOS and Android device resolutions.

Independent Software Engineer

2024 - Present - - Designed and developed Synticore Website Compiler, a public GPL-3.0 Node/Gulp static-site compiler used to build and maintain personal, Cure Interactive, and supporting website projects.

- Built browser-based GUI workflows for project selection, grouped task launching, schema-driven configuration editing, runtime logs, local wiki access, and development controls.
- Engineered documented terminal workflows for builds, targeted rebuilds, cache/output resets, browser development, packaging, maintenance, publishing, and diagnostics.
- Built Albumus Audio Compiler, a Python utility for compiling organized audio folders into release-ready album output with metadata tagging, cover-art embedding, track numbering, and multi-format publishing folders.

Cure Interactive

Technical Director & Lead Engineer - 2013 - 2021

- Directed technical strategy, systems architecture, workflow development, and production practices for a small multidisciplinary game-development team.
- Established source-control standards, branching strategies, build pipelines, workflow automation, and development practices used across multiple projects.
- Built reusable Unreal Engine plugins and editor tools, including spline utilities, procedural generation systems, content validation tools, and workflow automation utilities.
- Developed gameplay systems, procedural city-generation technology, AI systems, and supporting infrastructure for Riot Rush.
- Built a custom ENet multiplayer layer with physics-state synchronization, gameplay-event replication, and server-side validation to reduce state divergence.

Intercooler Games

Software Engineer - 2013 - 2017

- Redesigned and implemented HUD, minimap, inventory, and player feedback systems for Revelade Revolution.
 - Developed weapon mechanics, iron-sight systems, visual feedback systems, and gameplay interface improvements.
 - Collaborated with developers and designers to integrate gameplay and UI features throughout production.
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SELECTED TOOLS & PROJECTS

- Synticore Website Compiler - public Node/Gulp static-site compiler with browser GUI and documented build workflows
- Albumus Audio Compiler - Python audio-release publishing utility
- Riot Rush - gameplay systems, procedural city-generation technology, AI systems, and multiplayer infrastructure