

# JAMES STEELE SEELEY

Software Engineer

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## Summary

Extensive expertise in game development and system design, underscored by a commitment to simplicity and efficiency. Over a decade of experience highlights a proficiency in minimizing tech stack complexities and dependencies, enhancing both adaptability and system performance. Implementing an approach to design that is user-focused, ensuring visual clarity and responsive interactions across all devices. Dedicated to streamlining workflows and coding practices, emphasizing modular, reusable code alongside minimalistic yet powerful code bases. Advocates for robust, error-free software solutions, particularly in environments demanding precise physics simulations like VR. A passion to simplify processes to their essential components, aligning team efforts with strategic goals efficiently. A preference for consistent naming conventions to support project clarity and maintainability.

## Skills

- **Programming Languages:** ..... C# - C++ - Java - Python
- **Design Software & Graphics Technologies:** Unreal Engine - Unity - Blender - Photoshop - GLSL - HLSL - SDL - GLEW - GL ES
- **Web Technologies:** ..... Node.js - JavaScript - CSS / SCSS - JSON - PHP - SQL - XML - Markdown
- **Operating Systems & Server Management:** Windows - Debian - Nginx - Docker - Git - SVN
- **Command Line & Build Tools:** ..... Bash - Batch - Shell - Make - CMake
- **Networking & File Management:** ..... Putty - FileZilla

## Experience

Babaroga Chicago, IL

**Software Engineer** 2021 - 2024

- Enhanced audio-UI synchronization and Slate UI responsiveness in "**The Lord of the Rings: Return to Moria**," ensuring UI consistency across platforms.
- Managed project file structure and save state systems in "**Hello Neighbor VR: Search and Rescue**," optimizing physics collisions and developing VR-specific game mechanics with advanced shaders.
- Developed game mechanics, UI, shaders, and in-game subtitle systems for "**Five Nights at Freddy's: Security Breach**," assisting in bug fixes and system stability improvements.
- Supported cross-cultural localization and menu UI implementation across projects, enhancing user accessibility and gameplay experience.

Cure Interactive Chattanooga, TN

**Software Engineer** 2017 - 2021

- Driving the technological strategy and overseeing development processes for cutting-edge gaming technologies.
- Fostering innovation by integrating advanced graphics and AI techniques in game development.
- Mentoring a team of engineers and developers, improving project output and efficiency.
- Ensuring the scalability and security of gaming applications across multiple platforms.

Intercooler Games Chattanooga, TN

**Software Engineer** 2013 - 2017

- Redesigned user interfaces and experiences, aligning them with the core themes of various gaming projects.
- Collaborated with development teams to ensure aesthetic and functional coherence in game design.
- Streamlined the design workflow using advanced tools and methodologies, enhancing productivity.
- Conducted user testing sessions to gather feedback and refine user experience strategies.