

JAMES STEELE SEELEY

Software Engineer

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Summary

Over a decade of expertise in game development and system design, focusing on simplicity, efficiency, and user-centric design. Adept at minimizing tech stack complexities, enhancing system performance, and implementing robust, error-free solutions, especially in VR environments. Dedicated to streamlining workflows and coding practices with modular, reusable code.

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

- Resolved blueprint performance bottlenecks in "**The Lord of the Rings: Return to Moria**," enhancing audio-UI synchronization and Slate UI responsiveness, reducing UI runtime costs by 30% - 80%.
- Ensured stable and immersive gameplay in "**Hello Neighbor VR: Search and Rescue**" by optimizing physics collisions and rewriting high-cost functions identified using Unreal Engine Profiler.
- Enhanced AI reliability and alignment with design expectations for characters in "**Five Nights at Freddy's: Security Breach**" mini-games by utilizing Behavior Trees and AI Controllers in Unreal Engine.
- Developed a multi-language localization pipeline supporting eight languages for **FNAF: SB** and **Hello Neighbor VR: SAR** by converting Google Docs CSVs into Unreal Engine formats with Python scripts. Standardized text string tags and ensured legal font compliance.
- Improved gameplay consistency and player experience in a **FNAF: SB** mini-game by ensuring predictable ball interactions with the environment, addressing issues with unpredictable physics.
- Enhanced accessibility and user experience in **FNAF: SB** by creating a standardized dialogue system that synchronized subtitles with audio based on human read speed research, and designing a clear and non-intrusive subtitle UI.
- Increased immersion in a **FNAF: SB** mini-game by developing a material shader that made obstructing objects partially transparent, improving visibility and gameplay experience.
- Enhanced player excitement in a **FNAF: SB** mini-game by adding physics volumes for water that moved the ball and triggered in-game events, increasing immersion.

Cure Interactive

Chattanooga, TN

Software Engineer

2017 - 2021

- Enhanced project reliability and delivery consistency in "**Iron Fist**", "**Riot Rush**", and "**Supervolito**" by directing technology stack strategy and implementing version control, ticket tracking, and CI/CD systems.
- Enabled independent AI pathfinding of map design in "**Riot Rush**" by developing connectable segments for sidewalks, lanes, and intersections.
- Improved project prioritization and productivity by mentoring team members in design processes, UI responsiveness, and optimization techniques for textures and models. Guided a 3D modeler in optimizing models for gameplay, focusing on essential details.

Intercooler Games

Chattanooga, TN

Software Engineer

2013 - 2017

- Enhanced visual quality and player experience in "**Revelade Revolution**" by redesigning HUD graphics and code, improving damage display, ammo count, and weapon inventory visuals, and adding dynamic effects for zombie vision and a comprehensive radar system.
- Provided a realistic weapon aiming experience in **RR** by implementing iron sights.
- Ensured stable and consistent implementation of HUD changes in **RR** by collaborating with developers. Received positive feedback from stakeholders and team members for design improvements.