Callie Barber

Game Development Experience

Lead Gameplay Developer
Ironstrike VR, E McNeill LLC

San Diego, CA (Remote)
Jul 2022 – Present

- Spearheaded the design and implementation of core gameplay systems using Unity/C#, including AI, UI/UX, skill progression, and adaptive dialogue, contributing to a 95% positive user rating on Meta Quest
- Pioneered a sophisticated AI system driven by adjustable weights, creating dynamic and scalable enemy encounters
- Developed a modular UI including framework, logic, design, and effects, focusing on user experience within VR
- Contributed to shader programming, level design, netcode, and 3D modeling; assisted in narrative and dialogue development

Lead Programmer
Ironlights VR, E McNeill LLC

San Diego, CA (Remote)
Jul 2019 – Nov 2020

- Pioneered a unique VR slow-motion swordfighting system focused on grace and strategy, setting a new standard in the genre and receiving positive acclaim for its innovative gameplay.
- Created a novel match replay system with GIF/video export functionality directly from VR headsets
- Using Unity and C#, engineered gameplay systems including AI, campaign design, networking, and UI/UX
- Advanced graphics optimization for standalone VR headsets, achieving visual quality unmatched by most in the field

Tools Engineer
Rockstar Games

Carlsbad, CA
Jun 2014 – Jul 2015

- Engineered advanced build retrieval and automated in-game testing systems for *Red Dead Redemption 2*
- Interfaced automated services with bug tracking and reporting via REST/MySQL, increasing efficiency
- Improved reporting framework in cshtml (Razor) for generating stats and summary reports on critical systems, generating error notifications, and routing crash data to relevant developers

Additional Development Experience

Senior Full-Stack Developer
Bill Holdings, Inc

San Jose, CA (Remote)
Jul 2021 – Jun 2022

- Championed a strategic overhaul of aspects the small business signup process, leveraging Java and Hadoop to streamline data integration and user experience
- Collaborated in the design and implementation of a bespoke Angular/Java based customer support app, enhancing service efficiency and user satisfaction

Senior Full-Stack Developer
US Bank

San Diego, CA
Jul 2015 – Jun 2019

- Led the development of intuitive, Angular-based web applications for streamlined small business loan processing, significantly reducing processing times and user friction
- Designed robust MVC frameworks using C# ASP.NET, and managed comprehensive MySQL database maintenance, combining new features and legacy compatibility

Associate Software Engineer
Teradyne, Inc

North Reading, MA
Jun 2011 – May 2014

- Led design and implementation of firmware in C++ interfacing with up to 6000 hard drives concurrently
- Crafted GUI tools in C# .NET for controlling and fetching data from thousands of devices simultaneously

Automation and QA Intern
IBM

Littleton, MA
Jun 2009 – Apr 2010

- Developed and implemented comprehensive testing scripts for *Quickr for Domino*
- Automated critical GUI testing processes, ensuring consistent product quality and performance

Education

Wentworth Institute of Technology
Bachelor of Science in Computer Science

Boston, MA
Sep 2007 – Aug 2011

Contact

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Languages

C#
C++
Python
Javascript
Typescript
Java
HLSL
C
SQL
HTML
CSS

Frameworks

Photon
Angular
React
GraphQL
Razor
.NET
AngularJS
Node.js
Pytorch

Tools

Unity
Unreal Engine 5
Visual Studio
VS Code
Git
Perforce
Plastic
Jira
Docker
Hadoop
Adobe Photoshop
Blender
DaVinci Resolve
Ableton Live