Laurence Sadler

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SUMMARY

Motivated programmer with a background in game programming and adept in various languages, eager to apply expertise in a junior development role.

SKILLS & INTERESTS

Programming Languages: C++, C#, Python

Software: Unreal Engine, Unity, Git

Soft Skills: Agile, Scrum Kanban, Jira Confluence, Debugging

PROJECT EXPERIENCE

Software Ray Tracer   .
C++
- Developed fundamental features for ray tracing image rendering in C++, including anti-aliasing, diffuse, metal, dielectrics materials, and reflection/refraction, using vector math.
- Implemented third-party libraries: OpenMP for multi-threading, TinyPNG for rendering PNG images, analyzing the library's source code, and making appropriate adjustments to the existing project.
- Implemented my own thread pool using C++ STL, increasing speed by ~60-70%.

AI Position System Prototype   .
Unity, C#
- Developed a custom Environment Query System to manage AI entities Positioning Locations.

Serious Business, Silly Deliveries   Global Game Jam 2024
Unity, C#
- Rapidly prototyped game mechanics and implemented gameplay interactions in C#.
- Collaborated with Systems Programmer and Game Designer to ensure timely delivery of project milestones.
- Implemented an effective source control management system to prevent merge conflicts and ensure smooth project workflow.

WORK EXPERIENCE

Intel Corporation - UST Global   Folsom, CA
Validation Engineer   *Jul 2021 - Present*
- Collaborated with cross-functional teams to analyze test results and provide actionable insights for optimizing GPU driver performance.
- Streamlined test workflows by employing Python and batch scripts to enhance testing workflows, achieving a reduction in testing durations.
- Supported debugging and issue reproduction with XeSS, Unreal Engine, SPECview/APC, and other 3D rendering/CAD software.

Vigilance Digital Media   Nova Scotia - Remote
Game Programmer   *May 2021 - Mar 2022*
- Successfully shipped "Intergalactic Rescue" on the Google Play Store with a team of programmers and artists.
- Prototyped and designed early game mechanics, including movement, power-ups, and collectibles.
- Developed the project from inception to release, utilizing C# for coding and Git for code reviews. Contributing to project documentation and planning efforts.

EDUCATION

Nova Scotia Community College   Truro, NS
Game Programming and Design Degree   *Graduation Date: Jun 2021*