

# SADIE CRAWFORD

## Software Engineer

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## EDUCATION

### University of Florida

*Digital Worlds Institute*

May 2022

Master of Arts, Digital Arts and Sciences

Focus on VR, 4.0 GPA

- Awarded "Best MiDAS Capstone"
- Published in the IEEE Conference on Virtual Reality 2022 as team lead for a multiplayer VR dental implant simulation

### University of Florida

*College of Liberal Arts and Sciences*

May 2021

Bachelor of Science, Computer Science

## SKILLS

C++, Python, C#

JavaScript, PHP, Vue

Unreal 4 & 5, Unity

SVN, GitHub

UI/UX Design, VFX, Materials

Agile Scrum, Standups

CI/CD, Jenkins, Netlify

SQL, AWS (EC2, Lambdas, Buckets)

Photoshop, GIMP, Figma

Maya, Substance Painter

## INTERESTS

Games (of course!)

Knitting

Reading

Bird Watching

## SUMMARY

Seasoned game developer with experience in the entire product lifecycle, from the design stage to launch day. Specializes in gameplay mechanics, UI development, and streamlining the collaborative process. Comfortable working with everything from C++ to visual assets to Figma design specs. Passionate about creating and sharing world-class video game experiences with others.

## EXPERIENCE

### Gameplay Engineer, Bad Robot Games

September 2024 - Present

- Implementing miscellaneous features, user interfaces, artificial intelligence, and visual effects for an unannounced project

### Game Programmer, Chromatic Games

August 2022 - August 2024

*Dungeon Defenders: Awakened*

- Significantly optimized multiplayer loading times, improving time to load by 600% via local item storage and caching improvements
- Created split-screen functionality with dynamic UI changes, complete with an UE4 engine source bugfix for Slate input routing
- Led PTR and live releases, facilitating hotfixes and patch notes
- Ported the game to a free-to-play version for Smilegate Stove release

*Dungeon Defenders: Going Rogue*

- Functionally improved and stylized the original user interface
- Developed various gameplay mechanics, including enemy AIs and game modes

*Miscellaneous*

- Played a key role in an undisclosed project's virtual reality gameplay and interactions
- Designed and implemented a classic tower defense user interface & Niagara visual effects for an internal prototype
- Stylized and integrated a MOBA-style user interface for the company's latest project

### Software Engineer, Grimsno Knives

June 2021 - August 2022

- Architected a CNC machine lifecycle dashboard utilizing Python and Google APIs, increasing manufacturing output by 175%
- Implemented a lottery system for purchasing highly sought-after products, improving customer satisfaction and market retention
- Developed an internal enterprise resource planning (ERP) system with AppSheet and Apps Script for efficient resource and operations management