

Russ Treadwell

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Summary

A technology enthusiast with over a decade of experience. A self-taught programmer with a background in C++, C#, and Python. I enjoy rapid prototyping, writing clean consistent code, and helping out my peers.

<https://trdwl.com>

Discord: trdwl#2006

Twitter: <https://twitter.com/trdwl>

GitHub: <https://github.com/trdwl>

Experience



Game Programmer

Lever Games

Jul 2021 - Present (1 year 6 months +)

I'm working on the sequel of the cult classic No More Room in Hell - No More Room in Hell 2.



Programmer

True Sight Projects

Mar 2021 - Mar 2021 (1 month)

I implemented Steamworks and a Steamworks party system in an unannounced project.

Game Programmer

Onessus Blockchain Systems LLC

Mar 2021 - Mar 2021 (1 month)

I was tasked with converting Unreal Engine's Blueprints to C++ in the video game HodlGod.

- Implementation of some abilities using the Gameplay Ability System (GAS)

- UMG/UI fixes



Senior Game Programmer

AEXLAB

Aug 2020 - Mar 2021 (8 months)

I worked directly with both the Technical Director and CTO to ensure optimizations were implemented in a timely manner and were effective. My main tasks on VAIL included porting inefficient Blueprints into well-written C++ and maintaining the vast codebase.

Some noteworthy things I've worked on in the project are as follows.

- Converted core features from Blueprint into C++ for speed and efficiency
- Implemented optimizations throughout the project
- Set up and maintained an automated testing suite that included Jenkins CI
- Complete rebuild and design of the GameMode architecture

- Linux Support for Dedicated Servers

Game Programmer

Plus Infinity Studios LLC

Dec 2020 - Jan 2021 (2 months)

I worked on the project Midjungard and I was tasked with the following.

- Steam microtransactions
- Player data storage (such as stats) using AWS DynamoDB
- Linux support for the dedicated server



Game Programmer

AEXLAB

May 2020 - Aug 2020 (4 months)

- Converted core features from Blueprint into C++ for speed and efficiency
- Re-implemented Vivox VoIP service in C++ using the Vivox SDK
- Implemented Steam Parties



Game Programmer

AEXLAB

Feb 2020 - Apr 2020 (3 months)

- Converted unoptimized Blueprints into C++ for speed and efficiency
- Implementation of the Vivox VoIP using a 3rd party plugin
- Implementation of Amazon's AWS GameLift service



Web Developer

Chain Gang Entertainment Inc.

Mar 2019 - Nov 2019 (9 months)

Develop and maintain the website that's for the video game project and corporation. Built using Django (Python).

Some features that I've developed from the ground up are a forum, blog, and store.

Consultant

HiveMind Games LLC

Apr 2019 - Apr 2019 (1 month)

I consulted with programmers on their team for a video game project. (C++ and Unreal Engine 4's BP)



Founder

Ashland Creative Entertainment LLC

May 2018 - Apr 2019 (1 year)

Video Game Publisher & Video Game Developer

Founder and Creative Director of Ashland Creative Entertainment, I focused on team development and the creative direction of new IP - design & development. Along with our team, I was a software engineer on our projects which I used C++.

Game Programmer

Chain Gang Entertainment Inc.

Dec 2018 - Feb 2019 (3 months)

I was tasked with various things all of which weren't noteworthy for the video game titled FREEDOME - built using Unreal Engine 4.

Game Programmer

Cat Code Games, LLC

Oct 2018 - Oct 2018 (1 month)

Worked on a video game project titled WANTED. (Previously called Hell Hunt, and now called Wanted in Hell)

I was tasked with adding the key feature called the wanted system, the zone (as in battleroyale games), and some other smaller features.

Founder

Daxalon LLC

May 2016 - May 2018 (2 years 1 month)

Software Development & Web Security Consultancy - Worked mostly with C#, Python, and PHP.

Looked for vulnerabilities in websites and web apps.

Education

Boyd County High School

Skills

Steamworks • Python (Programming Language) • Vivox • Epic Online Services • C++ • C# • Python (Programming Language) • Web Applications • Security • Software Development