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PROGRAMMING LANGUAGES

- C
- C++
- C#
- Rust
- HLSL
- GLSL

LIBRARIES AND TOOLS

- AWS
- OpenGL
- Vulkan
- Godot
- Unity (Game Engine)
- Unreal Engine

EXPERIENCE

Crustacean Interactive – *Graphics & Gameplay Programmer*

September 2022 – Present

- Ported Strayed to the Meta Quest 2 with a focus on stable 90 FPS and extra CPU+GPU headroom
- Optimized CPU and GPU overhead of game through meticulous optimizations
- Created in-engine tools to more easily deploy and manage game servers and builds on AWS
- Applied data-oriented programming principles to aspects of optimizations

OPEN SOURCE PROJECTS

- [Personal Project Archive](#) – Collection of personal projects
- [GPU-Grass](#) – Grass renderer built using compute shaders
- [VAT.CustomURP](#) – Custom Unity Universal Render Pipeline Fork
- [VAT.kMotion](#) – Fork of Kink3d/kMotion, with integration into URP

REFERENCES

Crustacean Interactive

- Jordan London – jlondon@crustaceaninteractive.com