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[Github](#)

Las Vegas, Nevada

# Liam Reese

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## SKILLS

- Languages: C, C++, C#, Rust, GLSL, HLSL
- Game Engines: Unity, Godot, Unreal
- Services: AWS, DigitalOcean
- Libraries: OpenGL, Vulkan, SDL2, D3D11, ImGui

## EXPERIENCE

### **Crustacean Interactive** – *Graphics & Gameplay Programmer* – [strayedvr.com](http://strayedvr.com)

September 2023 – Present

- Ported Strayed to the Meta Quest 2 and 3
- Responsible for CPU and GPU optimizations
- Created in-engine tools to more easily deploy and manage game servers and builds on AWS

## 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 that improves 2021 URP support
- [Zealot\\_Q2](#) – Fork of id Software's Quake 2, ported to C++
- [RT Everywhere](#) – CPU raytracer written in C99, using SDL for threading

## REFERENCES

### **Crustacean Interactive**

- Jordan London – [jlondon@crustaceaninteractive.com](mailto:jlondon@crustaceaninteractive.com)
- Drew Mileham – [dmileham@crustaceaninteractive.com](mailto:dmileham@crustaceaninteractive.com)