JACKSON LUFF
SOFTWARE ENGINEER
10 YEARS XP

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REFERENCES

Steve Wilcox
Playside - Technical Director
Previously Electronic Arts

Colin Scott-Fleming
Playside - Software Engineer II
Previously Amazon

Daniel Stephens
Playside - Lead Engineer
Previously Blizzard, THQ

INTRODUCTION

G'day! As a solutions-oriented software engineer, I refine core systems and implement custom tools to reduce developer iteration time and enhance pipeline scalability. I leverage emergent graphics and engine technologies to shape immersive, high-performance interactive experiences. I tackle problems with unconventional methods–driving innovation, optimizing workflows, and delivering tangible technical results.

EXPERIENCE

3 year(s) Engine architecting & modularization
1 year(s) DevOps (CI/CD) & Proprietary In-house Development

PROFICIENCIES

3 year(s)   Proprietary Engines → C++20 | C++23
4 year(s)   Unreal 4 → C++19 & Blueprints
1 year(s)   Unity → C# (v9.0)
1.5 year(s) TypeScript | Javascript | CSS

SOFT SKILLS

- Team health is just as important as the final product
- Clear and transparent communication
- Scheduling and time awareness

PLAYSIDE - SOFTWARE ENGINEER II
2.9 YEARS   2022 - 2025

Sid Meier's Civilization VII - XR

- Rewrote the entire UI|UX backend → *improving performance by 2000%* (Coherent)
- Reverse engineered low level *20 year old proprietary low-level* engine & tools
- Reverse engineered COPPA and online signing system to interlace Meta's platform services
- Devised concise Perforce merging protocols (50k+ files per week)
- Built on Model Viewer (C#) to provide quality of life features to artists
- Built daily dashboard analytics using TeamCity and Docker
- Co-authored coding standards
- Tweaked asset cooking pipeline to support ASTC
- Explored, documented and provided Wwise audio pipeline for audio designers
- Assisted graphics team in reconstructing the render pipeline in Vulkan and profiling using RenderDoc and SnapDragon

ZERO ONE STUDIO - MID PROGRAMMER
5.5 YEARS   2016 - 2022

Overall Responsibilities & Expertise

- Solo developed 13 projects across multiple platforms, engines and languages
- Built an internal DRM keygen system in C++/CLI, leveraging WMIC
- Custom light-weight model viewer to review assets prior to batched UE import
- Built offline stereoscopic rendering tools
- Server maintenance

Age of Empires III Definitive Edition

- Technical director for cinematic production
- Built UE editor tools to procedurally generate content
- Built UE visual effects pipeline → painterly style post effects (+ fake GI)
- Low level raytracing and rendering optimization

Table of Tales: The Crooked Crown [VR]

- Porting existing PS4VR Unity project to Steam VR & non-XR, Quest 2 & Switch
- Built low profile lighting and shading systems for Quest 2 & Switch
- Converted VR experience into a non-XR experience
- Built dynamic camera system for Steam non-XR
- Bug fixing and optimization across multiple disciplines

Audio mixing VR project

- Built backend system using experimental Audio Mixing module in UE
- Using hand data from OculusSDK, users could interact with faders & pots
- Instanced stereoscopic rendering & instanced interactables? **23 FPS → 70 FPS**