



JACKSON LUFF

SOFTWARE ENGINEER

10 YEARS XP



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Farmington, New York, USA

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

8	year(s)	XR Development
5.5	year(s)	Gameplay & UI/UX development
4	year(s)	Proprietary solutions (Custom Engines DevOps)
1.5	year(s)	Full stack

PROFICIENCIES

4	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 ReactJS

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 existing UI/UX backend → *improving performance by >2000%* (Coherent)
- Built foundational OpenXR gameplay architecture features
- Reverse engineered low level 20 year old *proprietary* engine & tools
- GPU|CPU debugging, profiling and optimization (RenderDoc, Telemetry)
- Audio engineering and profiling using Wwise
- Administered risk and schedule assessments using AGILE|SCRUM methodologies
- Created and maintained technical documentation (TDDs, SPIKES)
- Fostered excellent collaboration with external partners
- Mentored & assisted engineering team

ZERO ONE STUDIO - MID PROGRAMMER

5.5 YEARS 2016 - 2022

Overall Responsibilities & Expertise

- Solo developed 13 projects across multiple platforms, engines and languages
- Tech Director|Consultant → Client liaison for technical inquiries
- Built VR Architectural experiences and provided technical breakdowns
- Built an internal DRM keygen system in C++/CLI, leveraging WMIC
- Simulated procedural CCTV captures for training AI
- Virtual Production for TV Shows and TV advertisements
- Custom light-weight model viewer to review assets prior to import

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