




JACKSON LUFF


SOFTWARE ENGINEER

10 YEARS XP

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 Jackson-Luff.github.io

 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

2	year(s)	TypeScript Javascript
1.5	year(s)	SCSS CSS HTML5
1.0	year(s)	ThreeJS
0.5	year(s)	HTML5

PROFICIENCIES

1.5	year(s)	Proprietary Engines → C++20 C++23
0.5	year(s)	Jest (Testing)
0.75	year(s)	ThreeJS
0.25	year(s)	ReactJS
0.25	year(s)	NPM

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

- Coached junior engineers through complex environments
- Rewrote the entire UI/UX backend → **improving frontend performance by 2000%**
- Co-authored the frontend architecture for UI/UX features
- Wrote & maintained unit/integration tests for feature development
- Effective pair programming & problem resolutions

ZERO ONE STUDIO - MID PROGRAMMER

5.5 YEARS 2016 - 2022

[Undisclosed] Car Show Room in VR

- Using ThreeJS, I built an online platform to showcase cars in VR:
 - Join as salesman(s), tailor the experience
 - Join as client(s), curate and experience the car of your dreams
 - Create, design and explore car designs in VR
 - 3D environment: lighting, environment dressing, custom car detailing

[Undisclosed] Architect Visualization

- Using a hybrid of ReactJS and ThreeJS, I co-authored an architectural tool for the end-user:
 - Created a 2D system to build architectural layouts
 - Used AI to transcribe existing schematics into 2D system
 - Procedurally generated a 3D representation from the 2D system
 - Provided a user-facing interface to finesse the finer details in 3D

HONORABLE MENTIONS

- My website (linked above)