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

- 7   year(s) VR Development
- 1   year(s) AR 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

- Reverse engineered low-level *20 year old proprietary* engine & tools
- Implemented MetaSDK with cross platform backend (friends, achievements, etc)
- Implemented Meta Achievements system
- Profiling proficiency: MQDH, Snapdragon, Telemetry, RenderDoc
- Used years of XR experience to assist in design guidance
- Assisted in XR device motion noise reduction for a pleasurable UIUX experience
- Replaced legacy FacebookSDK with MetaSDK
- Wrote internal documentation on XR best practises

ZERO ONE STUDIO - MID PROGRAMMER
5.5 YEARS   2016 - 2022

Overall Responsibilities & Expertise

- Technical director → report and resolve all technical issues
- Provided onsite XR device support to clients
- Built custom XR multiplayer experiences
- Built offline stereoscopic rendering systems
- Device experience: Odyssey, Vive, Oculus Rift, Windows MR, Quest 2

Showroom VR

- Built in UE4, clients could use VR to explore geographically reconstructed corner of Adidas flagship store in Paris -- inside and outside (50 million verts)
- Design and implemented XR movement accessibility features
- Built multiple XR UX features:
    - Interactive TVs
    - Play basketball
    - Pick up, inspect or throw shoes

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 in UE4, using an experimental Audio Mixer module, I built a virtual mixing environment.
- Using hand data from OculusSDK, users could interact with faders & pots
- Instanced stereoscopic rendering & instanced interactables? 23 FPS → **70 FPS**