Russ Treadwell

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WORK EXPERIENCE

AEXLAB **Jul 2024 – Present**
Engine Programmer *Miami, FL*

- Developed and maintained backend code for AccelByte, Denuvo Anti-Cheat, and Online Subsystems, managing approximately 16,000 lines of code.

- Collaborated closely with AccelByte and Denuvo engineering teams to ensure the robustness, efficiency, and security of the backend systems, resulting in significant improvements in system performance and stability.

- Spearheaded the successful integration and optimization of Denuvo Anti-Cheat, substantially reducing cheating incidents and enhancing the game's protection against hacking attempts.

- Designed and implemented player banning and reporting features using AccelByte, effectively processing a high volume of reports and banning offenders, creating a safer and more enjoyable gaming environment for the community.

- Optimized system architecture and leveraged backend development expertise to considerably improve reliability and boost overall performance.

GhostJam Games **Apr 2022 – Present**
Founder & Programmer *Richmond, KY*

- Spearheaded the company's establishment and growth, leading business operations and technical development while expanding the team to 3 members.
- Engineered and maintained software for games, plugins, and websites, successfully releasing 1 project and actively developing 2 more.
- Managed server infrastructure and led a team to drive project success, ensuring a 99.9% server uptime.

Torn Banner Studios **Oct 2022 – Sept 2024**
Game / Engine Programmer *Toronto, CA*

- Contributed to the core tech team by addressing and resolving bugs across various areas of the game, supporting overall stability improvements. Designed and implemented a profanity text filter, promoting a more positive player environment.
- Engineered core multiplayer gameplay systems using Unreal Engine 4 and C++ for No More Room in Hell 2, optimizing performance across Windows platform while maintaining the original game's vision.
- Enhanced player experience and performance through collaboration with cross-functional teams, contributing to significant improvements in gameplay and user satisfaction.

Lever Games **Jul 2021 – Oct 2022**
Game Programmer *Toronto, CA*

- Developed and implemented key features for No More Room in Hell 2, including crafting systems, player/weapon stats, and Steam achievements, significantly expanding gameplay depth and increasing player interaction and engagement.
- Enhanced multiplayer experience by implementing positional VoIP using Wwise and Epic Online Services, enabling spatial voice audio for up to 8 simultaneous players and improving overall in-game communication.
- Contributed to the project's continuity through Lever Games' acquisition by Torn Banner Studios, maintaining development momentum and assisting with knowledge transfer to ensure the preservation of the game's vision and features.

AEXLAB **Feb 2020 – Mar 2021**
Game Programmer *Miami, FL*

- Spearheaded performance optimization on the VAIL project by strategically converting critical Blueprints to C++ and maintaining a complex codebase, working in close collaboration with the Technical Director and CTO to ensure optimal system efficiency.
- Orchestrated project-wide optimizations, including the implementation of Jenkins CI for robust automated testing, and led the redesign of GameMode architecture to significantly enhance scalability and long-term maintainability.
- Revolutionized multiplayer capabilities by integrating AWS GameLift and Steam Parties, implementing Vivox VoIP for seamless communication, and adding Linux support for dedicated servers, directly contributing to the project's successful funding rounds and continued development.

SKILLS

Unreal Engine 4/5, Gameplay & Systems Programming, CPU Profiling & Optimization, VoIP Systems, CI / CD & Build Systems, Networked Multiplayer, Matchmaking Multiplayer, Backend Systems (Steamworks, Epic Online Services, AccelByte, GameLift, etc), Project Management, Jira, Confluence