Ricky Rockley

Software Engineer

https://rciky.dev/

rciky.dev@gmail.com

Skills

Over a decade of hands-on work across programming, design, and development, contributing to projects spanning brain-computer-interface AR/VR experiences, educational gaming web applications, custom content management systems, and large-scale sandbox UGC social MMOs. I specialize in building flexible, extensible, maintainable systems, and I am comfortable owning complex projects from concept to delivery.

Skills

C#, .NET APIs, C++, JavaScript, Unity, Unreal Engine, Git, Hlsl, Shaders, Vue.js, FMOD, .NET Maui, Cross-Platform Development, WebGL, HTML, Web Applications, Virtual Reality Development, Augmented Reality (AR), Infrastructure, Software Architecture, Autodesk 3ds Max, Blender, Substance Designer, Adobe Creative Suite, CAD/CAM, Front-End Design

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Experience

Nifty Island / Senior Software Engineer
APRIL 2021 - PRESENT, REMOTE

Responsible for designing/developing core systems and infrastructure from the ground up. These include features like robust NPCs/AI, gameplay systems, anti-cheat, shaders/custom rendering, and VFX

Software/Skills: C# | Unity | HLSL |Shader Graph/Amplify

WIN Reality / Senior Technical Artist
FEBRUARY 2021 - JUNE 2021, AUSTIN, TX

Designed, engineered and implemented a new interaction system and UI/UX based on the unique controllers for the application. Built out visual and interactive features from start to finish.

Software/Skills: C# | Unity | Adobe CS | Amplify | Substance | PowerShell | XR

University of Texas at Austin / Lead Game Developer
MARCH 2020 - APRIL 2021, AUSTIN, TX

Developed interactive educational games and web applications for iOS, Android, Desktop/WebGL while leveraging several languages and platforms.

Software/Skills: C# | JS | HTML | SQL | VueJS |Unity

Healium / Lead Developer
FEBRUARY 2018 - MARCH 2020, COLUMBIA, MO

Designed, developed, and deployed BCI enabled therapeutic XR software for the Oculus GO, Pico Goblin, HTC Vive, iPhone and Android platforms.

Software/Skills: C# | Unity | UE4 | Substance | Adobe CS | AR/VR

Experience cont.

Berklee College of Music / Adjunct Instructor
NOVEMBER 2018 - FEBRUARY 2023, REMOTE

Taught Introduction to Game Design and Introduction to Game Audio, covering a range of topics spanning game design theory and game audio design and implementation using middleware like FMOD and WWISE

Software/Skills: FMOD | Unity

Acadental / Product Manager and Designer
FEBRUARY 2016 - FEBRUARY 2018, OVERLAND PARK, KS

Led a team of software engineers and artists to develop interactive 3D software for dental students and professionals. Designed UI/UX for the software, planned and coordinated its rollout, and personally developed realistic real-time 3D simulations of medical procedures.

Software/Skills: Unreal Engine | 3DS Max | Adobe CS Substance Designer | Project Management

The Art Institutes International - KC / Adjunct Instructor
OCTOBER 2016 - NOVEMBER 2017, OVERLAND PARK, KS

Taught game art, development and design in courses covering 3D modeling, environment design, lighting for games, texture/material/shader authoring, and animation fundamentals

Software/Skills: Unreal Engine | 3DS Max | Substance Designer | Maya | Unity | Adobe CS

Apple / Senior Technical Advisor
MARCH 2013 - MARCH 2016, REMOTE

Provided senior-level technical support internally and externally, supporting a range of devices from iOS and iPhone, to Mac OS, Apple TV, Airport/TimeCapsule.

Education

The Art Institutes International - KC / Bachelor of Arts
MARCH 2012 - MARCH 2016, OVERLAND PARK, KS

Bachelor of Arts in Game Art and Design

Publications

Nifty Island / Nifty Island
JANUARY 2024

Nifty Island is a community-driven gaming platform where players can build and play games together, explore player-created islands, and compete for compelling rewards. Build your own island. Invite your friends. Win rewards. Play any game that you can imagine and engage in prize-fueled competitions. The internet's best communities play on Nifty Island.

https://www.niftyisland.com/

TrainVR/ WIN Reality
MARCH 2021

WIN Reality is a baseball and softball training platform designed to help players develop the skills they need to succeed. Our two core products-SwingAl and TrainVR-work together to give athletes of all levels a complete, immersive training experience.

https://winreality.com/

Middle Galaxy / Texas OnCourse/University of Texas at Austin
MARCH 2020

Middle Galaxy is a space-themed web game for students in middle school to equip them with knowledge and tools to choose their future career path.

https://www.middlegalaxy.org/

Healium / Healium/StoryUP Inc
JANUARY 2019

Healium is an immersive media and VR meditation tool powered by your own biometrics. By tapping into your EEG brainwaves and heart rate using wearable devices, Healium helps you see and feel your progress in real-time. It's fun, tangible, and scientifically validated.

https://tryhealium.com/