

Bill Davey

Overview

- Senior Software Developer with 12 years of experience including over 7 years in a Lead Developer role
- Extensive experience with game engine development, network programming, tools programming, and automation
- Track record of leading by example, mentoring junior developers, providing clear documentation, creating innovative tools and solutions to increase technological capabilities, and delivering quality results under tight deadlines
- Released 14 commercial video game titles, numerous VR and AR experiences, and 4 filed game networking patents

Contact



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billscode.com

Education

Rensselaer Polytechnic Institute
B.S. - Computer Science &
Game Development Dual Major
Summa Cum Laude
May 2010, Troy NY

Key Skills

- Game Engine Development
- Multiplayer Game Networking
- Jenkins CI/CD
- Containerization and Deployment
- Pipeline Development
- Automation
- Mentoring other developers
- Unreal Engine 4, Unity
- C++, C, Python, C#, C++/CLI
- CMake, Visual Studio, CLion
- Git, Perforce

Awards

Verizon Spotlight Award
November 2020, July 2022

1st Playable MVP Award
2009

Patents

- Pending Networking Patents – 2021, 2022
- [US11184647B1](#) – 2020
- [US11386613B2](#) – 2019

Work Experience

Verizon XR (formerly Envrmnt)

Bedminster, New Jersey

Distinguished Engineer – Full Stack

September 2021 – Present

Principal Engineer – Full Stack

January 2019 – September 2021

Game Engine Developer (Contractor)

June 2017 – January 2019

- Created cross-platform multiplayer game networking API supporting multiple protocols, replication, synchronization, scaling, backwards compatibility, hierarchies, prioritization, physics, RPCs, and authority
- Integrated multiplayer API into projects including VR experiences, Mobile Edge Compute (MEC) APIs, and plugins for Unreal Engine 4
- Developed extensive changes to all areas of a proprietary C++ game engine, including numerous new features and supported platforms
- Created custom plugins for Unreal Engine 4 to integrate proprietary MEC APIs to add new networking and rendering features
- Lead Developer on the [Bluejeans: Spaces](#) project, a cross-platform virtualized office integrated into the [Bluejeans](#) meetings application
- Lead Developer on [AWS: Reinvent](#), a virtual conference viewed in VR
- Lead Game Developer on [Liana: AR](#), an interactive AR experience
- Championed the usage of Jenkins across the team and significantly expanded its capabilities
- Repeatedly delivered proof of concept demos for crucial trade shows under tight deadlines with minimal oversight

LGS Innovations

Florham Park, New Jersey

Software Application Engineer

January 2017 – June 2017

- Developed software in C++ for wireless communication systems
- Performed unit and regression testing and developed new testing utilities

Framestore VR Studio

New York, New York

Virtual Reality Engine Developer

April 2015 – January 2017

- Developed software for several Virtual Reality Experiences and installations using C++ and Unreal Engine 4
- Lead the rollout of Jenkins CI across the team globally and trained team members on its usage, greatly increasing efficiency
- Developed new plugins for Unreal Engine 4 to add proprietary 4K networked video playback functionality and rendering enhancements
- Lead Developer on [Game of Thrones: VR](#), an interactive bow and arrow experience for the HTC Vive
- Senior Developer on [Lockheed Martin: Project Beyond](#), a Mars exploration experience built in Unreal Engine 4 which won over 20 awards

1st Playable Productions

Troy, New York

Lead Programmer

February 2012 – March 2015

Programmer

June 2010 - February 2012

Intern C++ Programmer

May - August 2009

Co-Op C++ Programmer

January - August 2008

- Developed gameplay systems and core engine features for several games on the Nintendo DS, 3DS, Wii, Android, and iOS platforms
- Created numerous proprietary Python-based pipelines used company-wide to streamline asset creation, validate data, and improve efficiency
- Lead Developer on several cross-platform games including [Ben 10: Omniverse](#), [Frozen: Olaf's Quest](#), and [Big Hero 6: Battle in the Bay](#)
- Developed an automated testing system used company-wide to detect a variety of potential issues within each game