Jem Manley-Buser

- C++
- Bash
- PowerShell
- Unity & C#
- Python
- BASIC
- UE4 C++ & Blueprints
- Assembly

▢ Work Experience ▢

World's Edge — Test Automation Engineer (Team of 4)   **Feb 2022 – Apr 2023**

- Integrated testing code hooks between C++ and Bash/PowerShell scripts.
- Improved frameworks and mechanisms for use in endurance testing scenarios.
- Investigated legacy codebase to integrate with testing toolkit.

Facebook Reality Labs — Software Engineer (Team of 15)   **Sep 2019 – Apr 2021**

- In charge of writing VR applications in Unity/C#, Unreal Engine 4, and other proprietary frameworks for research scientists. (8 user study applications)
- Wrote VR application for cutting edge proprietary NDA facial mapping technology using prototype hardware.
- Expanded the functionality of the Oculus VR 3D Audio SDK for use in Unity applications.
- Produced an entire media player for playback of facial & eye tracking recordings from proprietary file format. (made in Unity)
- Engineered several user studies taking advantage of dynamically placed spatial audio in a Virtual Reality environment.

Microsoft — Software Development Engineer in Test (Team of 5)   **May 2017 – June 2019**

- Integrated new code with legacy systems for compliance with updated OS X requirements.
- Maintained Office code base using C++, Objective C, Visual BASIC, and other languages.
- Implemented bug fixes for user-facing bugs and potential security exploits.
- Modernized automated test procedures for regression validation testing.

VRstudios — Software Developer (Team of 3)   **January 2017 – February 2017**

- Implemented C++ network interpolation on top of existing Unreal Engine 4 Blueprints projects for multiplayer virtual reality experiences.
- Tested network implementation on proprietary Virtual Reality equipment.
- Ported the Archiact VR game project into VRstudios proprietary engine.

Vernacular Games — Consultant (Teams of 2 to 5)   2016 – 2019

• Provided consultation on team organization for better work efficiency.
• Provided consultation on game design for upcoming projects.
• Helped and participated in social media engagement and Twitch streams.

SAIC Seattle — Game Developer (Team of 5)   June 2015 – February 2016

• Programmer on UI Team for America's Army Proving Grounds FPS, working on menus,
in-game HUD, and under-the-hood prep for PS4 support.
• Updated and implemented new features in legacy codebase.
• Primary developer for dynamic Video Creation Tool for a military contract.

Fugazo Games — Game Developer (Teams of 3 to 6)   February 2013 – May 2014

• Lead programmer on two titles, programmer on four additional titles.
• Rapid prototyped 5 game mock-ups and project pitches for publishers.
• Wrote analytics API for tracking customer experience data for publisher.
• Implemented analytics, stat-tracking, and in-app purchasing systems from publisher.

☐ Education ☐

Digipen Institute of Technology   April 2012
Graduate of the Bachelor of Science in Computer Science & Game Design program.