

Cameron Schwach

Senior Developer

San Antonio, TX 78248

cmschwac@gmail.com

+1 920 740 6502

Professional Summary

Systems Architect and Senior Developer with extensive experience in game development, enterprise applications, and interactive system design. Proven expertise in delivering complex rulesets and backend services across multiple platforms using technologies like Unity, Godot, and Python. Skilled in leading cross-functional teams, enhancing user experiences, and integrating third-party APIs to improve system capabilities.

- Programming Languages: C#, Python, LUA, PHP, JavaScript, XML
- Game Development Tools: Unity, Unreal Engine, Godot, Shadergraph
- Web & Backend Technologies: Node.js, RESTful APIs, ASP.NET Core, Microsoft SQL Server, MySQL
- Development Practices: Agile Development, System Design, UI/UX Design, Debugging
- Cloud & DevOps Tools: Google Cloud Platform, Render, Vercel, Git, GitHub, SVN
- Awards: Intel University Games Showcase Winner, Best Student Game Award Nominee

Portfolio: <https://portfoliocameronschwach.com/>

Willing to relocate: Anywhere

Authorized to work in the US for any employer

Work Experience

System Architect

SmiteWorks USA LLC - Fantasy Grounds-San Antonio, TX

November 2021 to January 2025

Contributed to Fantasy Grounds' success as a Developer and Architect, leading system-wide enhancements and feature integrations.

- Designed and implemented rulesets (Transformers, GI JOE, Power Rangers), leading to increased player engagement and sales.
- Developed an interactive sound system, enhancing immersion for thousands of players by linking in-game actions to custom audio triggers.
- Integrated third-party software solutions, utilizing APIs to expand Fantasy Grounds' ecosystem and enhance modularity for future expansions.
- Led feature enhancements, including support for new dice sets and sound integration, which contributed to celebrating 20 years of Fantasy Grounds as one of the best Virtual Tabletop Environments to play in.
- Supported and mentored developers on Discord, leading discussions on UI scalability updates and technical solutions for new extensions.

Project Lead

Cerberus Studios LLC-San Antonio, TX

February 2018 to November 2021

Created an interactive and scalable physics environment to simulate celestial mechanics such as gravity and magnetism in Unity/C#.

- Developed scalable core gameplay systems, including player controllers, reactive visuals, and interactive UI menus in Unity.
- Created audio mixers, save/load systems, and a gravity/magnetic simulation system to drive in-game mechanics.

Teaching Assistant

University of Central Florida-Orlando, FL

August 2017 to December 2017

Florida Interactive Entertainment Academy (FIEA): Guided graduate students in game engine development and designed tools to visualize academic progress.

UI Lead / Tools Programmer

University of Central Florida-Orlando, FL

January 2017 to August 2017

Collaborated with a 17-member team at UCF's Florida Interactive Entertainment Academy to develop a narrative-driven RPG, published on Steam and nominated for Best Student Game. Designed dynamic UI systems, gameplay mechanics (e.g., respawn, event-driven interactions), and AI-driven world interactions.

Education

Master's in Interactive Entertainment

University of Central Florida - Orlando, FL

August 2016 to December 2017

Bachelor's in Scientific and Technical Communication

Michigan Technological University - Houghton, MI

August 2006 to December 2010

Skills

- System design
- Google Cloud Platform
- Computer graphics
- Node.js
- Confluence
- JavaScript
- Android development
- C# Unity
- ASP.NET Core
- XML
- Visual Scripting
- Microsoft SQL Server
- Web services

- Databases
- APIs
- CSS
- MySQL
- Unreal Engine
- Agile
- Software development
- Debugging
- UI design
- REST
- User Interface (UI)
- GitHub
- System architecture
- PHP
- Git
- RESTful API

Awards

Best Student Game Award Nominee

April 2017

Released a student made game that received nomination for Best Student Game @GDC in 2017

Intel University Games Showcase Winner

March 2017

Competing against other student games, our game won several awards from Intel for the University of Central Florida.