Cameron Schwach

Senior Developer | Technical Design
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Portfolio: https://portfoliocameronschwach.com/

Senior Developer with 7+ years in game development, full-stack web applications, and AI integration. Expertise in C#, Unreal C++, Python, Unity, React, and cloud deployment across enterprise and gaming platforms.

Programming Languages: C#, C++, Python, Lua, XML, PHP, JavaScript
Game Development: Unity, Unreal Engine, Godot, Shadergraph
Web & Backend: Node.js, RESTful APIs, ASP.NET Core, React, Next.js
Databases: Microsoft SQL Server, MySQL, Firestore
Development Practices: Agile Development, System Design, UI/UX Design, Debugging
Cloud & DevOps: Google Cloud Platform, Render, Vercel, Git, GitHub, SVN, Docker
Tools & Frameworks: FastAPI, TypeScript, CI/CD, Containerization

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Experience

System Architect | SmiteWorks USA LLC – Fantasy Grounds
REMOTE | November 2021 – January 2025

- Designed and implemented rulesets for major franchises (Transformers, GI JOE, Power Rangers), leading to increased player engagement and sales
- Developed 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, contributing to celebrating 20 years of Fantasy Grounds as leading Virtual Tabletop Environment
- Supported and mentored developers on Discord, leading discussions on UI scalability updates and technical solutions for new extensions

Project Lead | Cerberus Studios LLC
REMOTE | February 2018 – November 2021

- Created interactive and scalable physics environment to simulate celestial mechanics including 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 gravity/magnetic simulation system to drive in-game mechanics
- Built custom tools for level designers to visualize gravitational fields in real-time

Teaching Assistant | University of Central Florida – FIEA
Orlando, FL | August 2017 – December 2017

- Guided graduate students in game engine development and designed tools to visualize academic progress
- Created PHP-driven portals for students to track performance and receive personalized feedback

UI / UX + Tools Programmer | University of Central Florida – FIEA
Orlando, FL | January 2017 – August 2017

• Collaborated with 17-member team to develop narrative-driven RPG published on Steam and nominated for Best Student Game
• Designed dynamic UI systems, gameplay mechanics (respawn, event-driven interactions), and AI-driven world interactions
• Led UI development using Unreal Engine UMG and Slate frameworks for both HUD and in-world interfaces

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Education & Awards

Master's in Interactive Entertainment - Technical Design
University of Central Florida - Orlando, FL | August 2016 - December 2017

Bachelor's in Scientific and Technical Communication
Michigan Technological University - Houghton, MI | August 2006 - December 2010

Best Student Game Award Nominee | April 2017
Released student game that received nomination for Best Student Game at GDC 2017

Intel University Games Showcase Winner | March 2017
Competing against other student games, won several awards from Intel for University of Central Florida

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Projects

Retrieval-Augmented Sprite Library | 1 Month | **ASP.Net, Blazor, PostGresSQL, GCP**
Created a repository for a team's sprite data that is analyzed by AI when uploaded for semantic searches. When searching, users can input AI driven prompts to retrieve sprites based on relevance to the project.

Professional Portfolio | 1 Month | **React, Next.js, FastAPI, Docker, GCP, CI/CD**

Built full-stack portfolio platform with automated deployment pipeline, containerized architecture, and Firebase integration. Features procedural animations, interactive demos, and real-time scoreboard system with GitHub-triggered CI/CD workflows.

Portfolio AI Integration | 1 Month | **React, Next.js, FastAPI, Google Gemini, CI/CD, GCP, Docker**

Integrated Google Gemini AI into a portfolio website for intelligent content generation and user interaction. Implemented natural language processing features with real-time API integration and automated response systems.

Voxel Creator Tool | 1 Month | **Godot 4.3**

Created voxel editing environment to import .vox files, edit them, and export with changes including tools for Attach, Paint, Erase, Line, Box, Face, Fill, and Select