

Riley Smith

Software Engineer

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Summary

Experienced Software Engineer with a proven track record of delivering successful projects end-to-end utilizing agile methodology and clean architecture. Delivered seven projects within the aviation, med-tech and games industries.

Experience

Proprio Vision

November 2023 - January 2026

Software Engineer

Seattle, WA

- Utilized Unity Engine to create the real-time interactive software.
- Led architecture discussions from concept through full implementation while maintaining plans, specifications and technological documents.
- Migrated entire legacy UI code-base into clean, reusable, and scalable architecture.
- Iterated and implemented features based on design specifications with designers in smooth feedback rounds.
- Developed entire UI/UX for two large scale projects while collaborating cross discipline including; Designers, Product Owners and Stake Holders.
- Built an interactive Med-Tech device to enhance Surgeon's understanding and achieve better outcomes for patients.
- Created code analyzers and source generators using Roslyn to improve development speed, quality and consistency.
- Developed tools to increase iteration time, remove dependency on physical hardware and gather data for analysis.
- Increased unit test coverage by 47% by implementing comprehensive testing strategies and automation to achieve our code standard of 80%.

Smashing Ideas

March 2020 - January 2023

Senior Software Engineer

Seattle, WA

- Developed and maintained a complex simulation using C++, resulting in four successful projects with seven releases over three years.
- Developed front-end interactions and visuals using Unity3D to create intuitive controls and enhance user experience.
- Iterated on ambiguous features and adapted to changing requirements, ensuring flexibility and adaptability, and providing valuable insights and solutions to the team.
- Adapted project requirements and functionality based on stakeholder feedback, demonstrating flexibility and adaptability, and continuously improving the software to meet stakeholders' evolving needs.

Neocade

March 2017 - September 2017

Video Game Developer

Seattle, WA

- Developed the successful point-and-click adventure game, 'Hiveswap: Act 1', using Unity3D, resulting in a highly engaging and entertaining game.
- Designed and implemented complex AI behavior trees for combat sequence encounters, resulting in a challenging and dynamic game-play experience for players.
- Managed daily product builds and submitted them for Quality Assurance testing, ensuring that the development process remained on track and that the final product met all requirements.
- Maintained and iterated on a large preexisting code base, ensuring that the game remained stable and functional while making continuous improvements and updates.

Skills

Development

Unity Engine, Git, Integration Testing, Unit Testing, Test Driven Development, CI/CD, MVVM, User Interface (UI), User Experience (UX), C#, C++, Python, Unreal Engine, AI

Education

Academy of Interactive Entertainment

Associate's Degree - Software Engineering