

# Russell Anthony Ruffolo

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## EDUCATION

*Bachelor of Science at Tufts University*, Medford, MA Aug. 2016 – May 2020

Major: Physics

## EXPERIENCE

**Prefabcat Studios LLC**, *Co-Founder/CTO*, Spring 2023 - Present • Fully developed the studio's first game, DISCIN, a virtual reality disc golf game featuring a custom disc flight physics model • Manage the DISCIN website, git repository, and alpha distribution.

**ENSCO**, *Software Engineer III*, Summer 2022 - Spring 2023 • Maintained and improved ENSCO's Clearance Measurement System, a laser-based monitoring system for rail lines • Developed C# and C++ applications that recorded, analyzed, and stored output from LiDAR systems running on our trains • Modified data ingestion pipelines and SQL schema to integrate new laser hardware.

**Immersive Wisdom**, *Software Developer I*, Fall 2020 - Winter 2022 • Developed backend features for our core product, a real-time, cross platform, virtual operations center. • Implemented asset caching, custom garbage collection, and parallelized data processing to improve performance of our 3D globe. • Helped automate the company's CI/CD pipeline using Gitlab, Docker, Powershell and Bash.

**Charles River Analytics**, *Software Engineering Intern*, Summer 2019 • Prototyped displays for an F-15 flight simulator using Unity • Successfully created a proof-of-concept application that ingested networked battle simulation information and displayed it on a simulated F-15 HUD.

**Tufts University**, *Teaching Assistant- Game Design*, Spring 2019 - Spring 2020 • Held a weekly lab to expand on class topics and help students with their projects • Prepared and gave lectures on my areas of game design expertise- physics systems and multiplayer networking • Playtested and provided feedback on student games

## SKILLS

Languages: C#, C++, Javascript, Python, SQL, HTML/CSS

Software: Unity, Linux, Git, Gitlab, GIS, Docker, OpenGL, Powershell, Bash, Nginx, Postman

## PORTFOLIO:

Portfolio Website • <https://russellruffolo.com> • This is my personal website, built with Next.js and Bootstrap.

DISCIN • <https://discinvr.com> • DISCIN is a virtual reality disc golf game. It is a fully featured game distributed through the Meta Quest App Lab.

PA Bridges • <https://pabridges.net> • This project was a coding exercise in quickly creating a full-stack application. It features a Node JS server, an SQLite database, and a front-end geospatial visualization. The app is cloud-hosted using Digital Ocean and an Nginx reverse proxy. The source code is available here: <https://github.com/RussellRuffolo>

Voxel-based multiplayer game • <https://github.com/RussellRuffolo/VoxelZombies> • This is a browser based game, written in C# and compiled to web-assembly. It features custom WebRTC networking.