

Camille Walters

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EDUCATION

UNIVERSITY OF WATERLOO

BASC, MECHATRONICS ENGINEERING
Class of 2022

SKILLS

SOFTWARE DEVELOPMENT SKILLS

- Angular/NgRX
- Typescript/Javascript
- C#
- Google Cloud Platform (GCP)
- Docker
- Unity
- High-Level Shader Language (HLSL)

OTHER TECHNICAL SKILLS

- User-centered design and UI/UX research
- Arduino
- ROS
- GPU programming
- Hardware prototyping
- Microprocessors and digital logic

SOFT SKILLS

- Adaptable and a fast learner
- Highly motivated and dependable
- Enjoys receiving and providing feedback
- Collaborative, curious and enjoyable to work with
- Proactive, forward-thinking and quality-oriented

INTERESTS

- Watercolour painting
- Wheel-thrown ceramics
- Cooking and baking
- Running and hiking
- Reading

EXPERIENCE

ELECTRONIC ARTS | TOOLS SOFTWARE ENGINEER

May 2024 - Present

- Develop and maintain 30+ **.NET** and **Angular** full-stack web tools, enabling producers to launch revenue-generating features for FC26 (60k+ daily active users) and future titles
- Maintain and operate CI/CD pipelines using **GCP**, **Docker**, **GitHub Actions**, and **Jenkins**, improving deployment reliability and development velocity
- Lead modernization of internal tools with a focus on user experience, leveraging AI models to accelerate lift-and-shift migrations and improve engineering efficiency
- Deliver end-to-end features across backend services, system architecture, frontend interfaces, and ongoing maintenance
- Partner closely with QA to develop automated and manual test strategies, writing unit tests and building testable systems

UNITY | SOFTWARE ENGINEER, SIMULATION

July 2022 - January 2024

- Worked on Simulation Pro, a cross-platform tool used for real-time 3D modeling for industry applications, with **ROS** integrations with **Unity** and **C#**.
- Used **Docker** to distribute builds, developed and used CI/CD for the product
- Developed a Unity package that emulates photosensors such as lidars and cameras, optimizing performance using **GPU programming** with HLSL and job systems, utilizing **Vulkan** bindings to support ray tracing on Linux, and non-visible wavelength support
- Connected **hardware components**, such as Velodyne and Ouster lidars, to simulation environment to compare simulated and measured data
- Initiated and established valuable partnerships throughout the company to evangelize the product, leading to product renewals and sales to high-profile clients, resulting in over **\$63,000** revenue
- Performed full stack development on a web application for simulation using **React**, **Azure** and **Terraforms** in a pod-style team structure

SOFTWARE ENGINEERING INTERN

April 2021 - September 2021

- Implemented an **automated testing** framework from the ground up in Unity Test Framework and YAML in C# for Reflect, a tool that generates interactive 3D models from architectural software

DEMATIC | VIRTUAL FACILITY EMULATION INTERN

January - December 2020

- Modelled warehouse logistics solutions with Unity and C#
- Developed controller communications, including messaging handler, for emulation on a **RESTful API**
- Created integration and unit tests in Unity Test Framework (NUnit) for the REST handler

PROJECTS

LET'S SAIL | GCP, REACT, WebGL, UNITY, C#

This is a project to help beginners learn how to sail, including terminology, safety, and key procedures. The website is being created with GCP and React, while the graphical emulation is created with Unity.