

---

# Jeffrey Bennett

## Senior Software Engineer

Nashville, TN

(330) 285-0651

[jexreffy@icloud.com](mailto:jexreffy@icloud.com)

<https://jexreffy.com>

## SKILLS

C#, Typescript, Javascript, HTML5, CSS, PHP, PC, Mobile, Web, Console, VR, AR, XR, iOS, Android, Meta Quest, PicoXR, Unity, Phaser 3, PlayFab, Photon, AWS, Xcode, Generative AI, Claude Code, Cursor AI, Open AI Codex, Google Gemini,, Git, Jira, Miro, Figma

## EXPERIENCE

### Series Entertainment, Remote - *Engineer II*

Sep 2024 - Mar 2026

- Developer Lead on Narrative Fiction Game Engine project in Typescript. Used by internal and external content creators to create apps for Unity and Web.
- Shipped 2 completed and 1 unpublished title through partnership with Netflix Games for iOS and Android.
- Utilized AI tools, specifically Claude Code and Cursor, to create new features for the Narrative Fiction Engine within 48 hours while maintaining high quality code standard with a thorough testing suite.

### Avatar Partners, Remote - *XR Developer*

Nov 2022 - Mar 2024

- Architected multiple systems for an internal networked XR defense training experience that the military clients used in their security training, both active-duty security personnel and support staff in the command center.
- Optimized Unity Netcode, increasing performance to enable more than 16 participants in a single simulation.

### Jexreffy Studios, Remote - *Freelance Developer*

Jan 2019- Dec 2024

- Contracted to create multiple diverse software solutions within Unity, leveraging XR, Mobile, and WebGL, adapting to the client's specific needs.
- Shipped 1 title on iOS and over 10 internal projects for multiple clients.
- Ensured quality code standards and utilized best practices while keeping client deadlines.

### North Star Games, Kensington, MD - *Lead Developer*

Jan 2016 - July 2019

- Developer Lead of the digital Evolution board game released on Steam, iOS, and Android.
- Optimized the multiplayer experience through PlayFab and Photon to create a secure and reliable experience in both real time and asynchronous matches.
- Coordinated cross-functional teams, ensuring alignment on project objectives.

### Booz Allen Hamilton, McLean, VA - *Senior Consultant*

Mar 2013 - Dec 2015

- Authored interactive media solutions in Unity, creating diverse training experiences for multiple government clients, increasing engagement from the trainees and providing substantial metrics for evaluators.

### CareWorks Technologies, Columbus, OH - *Software Specialist I*

Apr 2011 - Feb 2013

- Led development of an automated testing framework at Nationwide Insurance.

### The Equity Engineering Group, Cleveland, OH - *Staff Programming Specialist*

Jan 2006 - Mar 2011

- Developed an MVC UI/UX interface system for the company's software platform for oil refineries.
-