

Chris Zavadil

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SUMMARY

Unreal Engine developer with 5+ years of professional experience building multiplayer and VR applications across gaming, healthcare, and enterprise domains. Proficient in C++, Blueprints, and game systems design, with experience integrating backend services, optimizing performance, and mentoring teammates. Broad software engineering background including C#, Python, and prior AWS work supporting multiplayer pipelines.

CORE SKILLS

Languages: C++, C#, Python, Blueprints

Engines: Unreal Engine 4/5, Unity

Platforms: Oculus/Meta Quest, SteamVR, Pico

Multiplayer: Replication, gameplay systems, cross-platform networking

Backend/Cloud: PlayFab, AWS (prior experience)

Tools: Perforce, Git, Visual Studio, Rider, Jira

PROFESSIONAL EXPERIENCE

WaveXR — Software Engineer II

Sep 2025 – Dec 2025 | Remote

- Ported Blueprint subsystems and components to optimized C++, improving maintainability and performance.
- Designed and implemented a reusable multiplayer minigame infrastructure (events, timers, replication, activation, tracking).
- Integrated third-party services and worked with backend analytics to support data-driven iteration.
- Mentored new developers on Unreal architecture, networking patterns, and code quality practices.

AEXLAB — Contract Unreal Engineer

Jul 2025 – Sep 2025 | Remote

- Built and optimized UI in Unreal Engine (C++ and Blueprints) for a raid-style mode.
- Implemented PlayFab backend events enabling item selling for the new raid mode; coordinated with design/economy stakeholders.
- Engineered an expandable backpack system for multiplayer extraction gameplay with subclass support for additional slots and custom layouts configurable in Blueprint.

Combat Waffle Studios — Senior VR Developer

Jul 2023 – Jun 2025 | Venice, FL

- Engineered immersive multiplayer VR experiences including Ghosts of Tabor and Silent North.
- Improved VR multiplayer responsiveness through network-focused optimizations and performance tuning.
- Mentored junior Unreal developers and improved technical workflows and code standards.

Immersive Health Group — Unreal Engine Developer

Jun 2020 – Jun 2023 | Castle Rock, CO

- Designed and deployed XR healthcare training applications (including work for Boston University and Boston Medical Center).
- Built multiplayer infrastructure for VR/AR applications on Oculus Quest.
- Established cross-platform best practices to ensure stable performance across diverse devices.

EARLIER CAREER

Sales & Customer-Facing Roles — Various Companies

2007 – 2020 | Denver, CO

- Consultative sales across door-to-door, phone, direct-to-consumer, and B2B outreach; regularly engaged CTOs and other senior stakeholders.
- Owned customer conversations end-to-end (discovery, proposals, follow-up), building trust through responsiveness and clear communication.
- Developed strong stakeholder-management habits that translate to cross-functional engineering work with designers, producers, and leadership.

EDUCATION

Full Sail University — M.S. Game Design

2022

Southern New Hampshire University — B.S. Computer Science & Game Development

2020

Arapahoe Community College — A.A. Creative Writing

2010

U.S. Army — Combat Medic

2007

PROJECT HIGHLIGHTS

Minigame Framework (WaveXR)

- Implemented multiplayer event/timer/replication framework in C++ to accelerate delivery of new minigames.
- Added tracking/analytics hooks and third-party integrations to support live iteration.

Raid-Mode Backpack System (AEXLAB)

- Developed expandable backpack inventory with subclass-driven slot/layout customization in Blueprint.
- Designed for multiplayer extraction gameplay with designer-friendly configuration.

Ghosts of Tabor (Combat Waffle Studios)

- Designed VR mechanics to improve player engagement.
- Optimized networked environments to improve frame-rate stability.

ONLINE PRESENCE

LinkedIn: [linkedin.com/in/chris-zavadil-7b070356](https://www.linkedin.com/in/chris-zavadil-7b070356)

Portfolio: chriszavadil.com

Podcast Interview:

<https://podcasts.apple.com/gb/podcast/from-sales-to-tabor-interview-with-chris-zavadil/id1696541002?i=1000664070271>