

Cameron Wagner

cameron.waggs@gmail.com | (262) 221-7008 | San Antonio, TX

[linkedin.com/in/cwaggs](https://www.linkedin.com/in/cwaggs) | github.com/Wagisigu

WORK EXPERIENCE

General Motors

November 2020 – Present

Software Developer | October, 2022 – Present

Austin, TX

- Led back-end development for Omnistream web hosting/streaming platform for Corvette 2024, designing and implementing a Unreal Engine 5 API, collaborating with front-end and international third-party teams, and managing all development and production deployments.
- Cultivated strong relationships with internal application consumers through remote meetings and travel, establishing agile feedback loops.
- Designed and implemented numerous features for an internal Unreal Engine 5 developer widget, streamlining vehicle model integration across domains (e.g., WebGL, PixelStreaming) by leveraging OpenUSD; features include granular USD primitive translation, batch material replacement tools, and USD layer auto-selection protocols.
- Developed the camera control system for vehicle visualization web components, enabling touch and mouse interaction for Corvette, Escalade, Lyriq, and Celestiq models.
- Created and maintained automated GitHub workflows for Unreal Engine 5 project builds, utilizing Docker containers and self-hosted runners.
- Owned the release and testing process for Unreal Engine projects, including developing automated functional tests with the Blueprint automation test framework and managing automated GitHub workflows for builds and deployments.
- Introduced and championed a new Git branching strategy (Trunk-Based Development), significantly advancing Continuous Integration goals.
- Won the in-house organization hackathon by developing a VR web application for remote Corvette inspection, enhancing client engagement and demonstrating innovative technology application.

Software Developer in Test | November, 2020 – October, 2022

- Established the foundational test automation suite in Java with Selenium, providing comprehensive coverage for vehicle visualization web components.
- Integrated and managed test suites within the CI/CD pipeline on Azure DevOps.
- Mentored and trained new team members on best test script practices and coding standards through regular meetings and one-on-one coaching sessions.

EDUCATION

University of Texas at Austin

May, 2025

Masters of Science, Computer Science

Austin, TX

- Focus on AI, especially machine learning (NLP, CV, VLM)

University Of Wisconsin - Madison

July, 2020

Bachelors of Science, Computer Science

Madison, WI

SKILLS & INTERESTS

- **Technologies:** Unreal Engine, C++, OpenUSD, Python, PyTorch
- **Skills:** Computer Graphics, Neural Networks, Physics, Unreal Engine, Communication, Teaching
- **Interests:** Running, Sitcoms, Physics and Astronomy, Final Fantasy XIV