

Molly A. Lafferty

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github.com/mollee55

Experienced UI Engineer with a background in AAA game development and consulting work specializing in Lua and Java

AAA Game Credits

Call of Duty: Black Ops 7 (Proprietary Engine)	Nov 2025
Call of Duty: Black Ops 6 (Proprietary Engine)	Oct 2024
Call of Duty: Modern Warfare III (Proprietary Engine)	Nov 2023
Call of Duty: Modern Warfare II (Proprietary Engine)	Oct 2022

Computer Skills

Programming Languages Lua, Java, Spring Boot, C, C++, C#, SQL, MySQL, MATLAB

Developer Tools Unity Engine, Unreal Engine 5, GitHub, Visual Studio 2022, VS Code, Perforce, Photoshop

Professional Work Experience

UI Engineer – Call of Duty (Lua, Perforce, Proprietary Tech) Oct. 2022 – Present
Infinity Ward, Woodland Hills, CA

- Engineered frontend menus for player customization features to drive player engagement
- Collaborated in a cross-disciplinary team to ensure vision alignment on high-profile features

Software Engineer – Level Up U (C++, Unreal Engine, Proprietary Tech) July 2022 – Oct 2022
Activision Blizzard, Remote

- Developed 2D and 3D singleplayer, multiplayer, and networked video games to showcase various concepts
- Created and presented a custom-designed game mode using the proprietary Call of Duty engine

Technology Analyst (Java, Spring Boot, GitHub, IntelliJ) Oct. 2020 – July 2022
Accenture, Minneapolis, MN

- Engineered large-scale backend features for an electric vehicle platform to support client needs
- Collaborated with other developers to grow applicable skills and design effective solutions for current tasks

Game Dev Projects

Wrath of Raoden (Unity C#) – Side Project Dec 2020 – June 2022

- Designed and developed an Android roguelike mobile game in Unity within a 3-person team
- Implemented custom level designs, 2D art, 2D character animations, game music, and combat sound effects

Research Publications

A Comparison Between Quantum Communication and Molecular Communication 2020
Masters Thesis, University of Nebraska-Lincoln UNL Commons

Double General Point Interactions: Symmetry and Tunneling Times 2016
Undergraduate Research, Concordia College Frontiers

On the Generalized Hartman Effect for Symmetric Double-Barrier Point Potentials 2015
Undergraduate Research, Concordia College Journal of Physics

Education

University of Nebraska-Lincoln, Lincoln, NE Aug. 2020
Master of Science in Computer Science GPA: 3.6

Concordia College, Moorhead, MN Dec. 2016
Bachelor of Arts in Mathematics and Physics GPA: 3.4

Honors & Activities

Ministry Media Team Volunteer Jan. 2019 – Aug. 2020

Manticore Games Alpha Tester – Core Nov 2019 – Aug 2020

Co-Founder, President – UNL Game Development Club Aug 2018 – Dec 2019

STEM Outreach Volunteer Aug. 2012 – Dec 2016