

Riley Mabb

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SKILLS

- C/C++
- Embedded Systems
- Git/GitHub
- Problem Solving
- Project Management
- Collaboration
- API Design
- Graphics Programming
- Linux/Mac/Windows

ABOUT ME

Hello, I'm Riley, a programmer specializing in low-level software programming, primarily in C. I'm passionate about creating lightweight tools and clear abstractions that make development smoother and more performant. My work focuses on cross-platform compatibility, performance, and simplicity. I maintain several open-source projects, including RGFW, a windowing abstraction library, RSGL, a modular library for graphics programming, and, Minigamepad, a minimal cross-platform game controller library. Whether it's building from the ground up or contributing to open source ecosystems, I'm always excited to learn, improve, and develop quality software.

PROJECTS

RSGL 2021 - Present
Developed and maintain a modular graphics library with an API-agnostic design, including OpenGL, Vulkan, Metal, and DirectX

RGFW 2023 - Present
Window abstraction library in pure C with cross-platform support and over 1000+ stargazers on GitHub

Raylib 2024 - Present
Contributed to raylib's backend abstractions to support and work with RGFW for windowing and input for games and graphical applications

WORK EXPERIENCE

Self-Employed Freelancing

Remote Developer 2023 - Present

- Ported openFrameworks to RGFW, enabling lightweight and cross-platform windowing and input for Linux, Mac, and Windows
- Communicated directly with clients to match their needs and deliver on-time results
- Designed and optimized performance critical code using C language
