**Profile: Bob Williams**

**Summary**

Experienced C++ developer with a passion for game development. Proven ability to design and implement high-performance game engines and gameplay systems.

**Experience**

**Game Developer, Epsilon Studios (2017 - Present)**

* Developed and maintained game engines using C++.
* Implemented gameplay mechanics and AI systems.
* Optimized game performance for various platforms.

**Software Engineer, Zeta Corp (2015 - 2017)**

* Developed and maintained C++ based applications.

**Education**

**Bachelor of Science in Computer Science, University of Southern California**

**Skills**

* C++
* Unreal Engine
* Unity
* Game Development
* AI
* OpenGL
* DirectX