

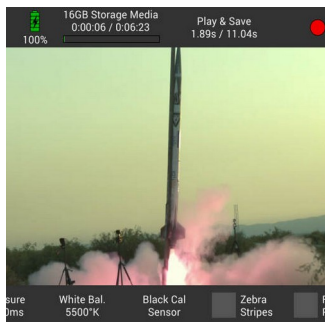
David Roberts

Creative Technologist & Software Engineer
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Experience

Kron Technologies

2018-2020 | Vancouver, B.C.

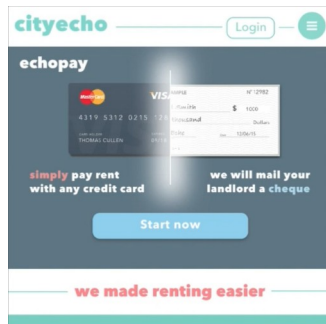


Lead UI/UX Engineer for the Chronos 1.4 high speed camera, 2018-2020. Redesigned and reimplemented camera user interface, starting from a utilitarian C++ monolith and ending with a modern Python-based UI. Wrote Web API to allow secure remote control of camera, in addition to a sample client web app. I introduced real-time updates throughout the system as displayed information was often stale. Solicited and iterated on user feedback.

Website: krontech.ca

CityEcho

2015-2018 | Vancouver, B.C.

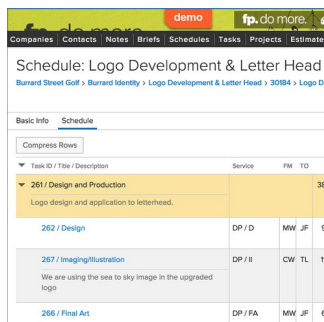


Technical Co-founder of CityEcho, a roommate and rental search startup between 2015-2018. Our mission was to let people rent larger places together, which is cheaper per head, thus lowering the cost of renting in Vancouver. I handled the creation of our product, a web app. The web app let tenants search for roommates, filtering by desired living area. It also let landlords list properties for rent; as well as handle split rent payments.

Website: cityecho.ca (defunct)

Function Point

2014-2015 | Vancouver B.C.



Software Engineer with Function Point, an online office management tool. Function Point allows you to manage your staff and your projects together, so you can easily see where you are making your money. During my work there in 2014-2015, it was used by over 500 agencies across the world. I was mostly involved with Javascript/HTML5 development, but I also did some Bash scripting and bug fixes for our PHP server.

Website: functionpoint.com

Cube Trains

2014-2015 | Remote



Created Cube Trains, a volumetric puzzle game. This involved making art assets, sound effects, scripting, C++ engine tweaks, Bash tooling, and an entire UI system (with 3D editor). Designed, implemented, and tested during 2011 and 2012. The website was made from scratch as well, using plain HTML5, CSS, and Javascript.

Website: [ddr0.ca/cube trains](http://ddr0.ca/cube%20trains)

Frogatto & Friends

2009-present | Remote



Behaviour, design, and utilities for the open-source platformer *Frogatto and Friends* from Lost Pixel. Created core scripting math libraries. Coded and designed enemy and NPC behaviours. Wrote HTML for the website and helped maintain the WordPress installation. Frogatto 1.0 was released in 2009, with 1.3 following in 2012 as a launch title for Canada's own Blackberry Playbook tablet. Now: coming soon to Steam in 2020!

Website: frogatto.com

Skills

Currently Fluent:

- Javascript / ECMAScript
- HTML5
- CSS
- Node
- Bash
- Linux
- Python 3
- Git
- Anura FFL
- GNU Make
- Scrum / Agile development
- technical writing
- Unicode
- API design
- mentoring

Previous Experience:

- C / C++
- Less / Sass
- Jasmine / Sinon
- Selenium
- sh / ash / zsh
- Erlang / Elixir
- AutoHotKey
- SQL / MySQL
- Rust
- ... and many other technologies