ROBERT LAWHEAD

Senior Game Engineer

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PROFESSIONAL SUMMARY

Experienced Game Developer with over 9 years of hands-on experience in both Unity and Unreal Engine game development. Led the design and implementation of diverse gameplay features, mechanics, and UI systems, contributing to the successful launch of 10+ titles across multiple platforms. Highly skilled in writing clean, memory-efficient, and well-documented code, collaborating closely with cross-functional teams including developers and designers. Passionate about leveraging creativity and technical expertise to drive innovation in new and challenging projects.

CORE TECHNICAL SKILLS

- Game Engines: Unity3D, Unreal Engine 5
- Programming Languages: C#, C++, Blueprint
- Systems: Performance Optimization, Multiplayer Networking, AI Integration
- Tools: Version Control (Git, Perforce), Agile Methodologies, Project Management
- Platforms: Cross-platform & Mobile Game Development (iOS, Android, PC, Console)
- Specialized Areas: Virtual & Augmented Reality, Physics-based Simulation, Character Animation

PROFESSIONAL EXPERIENCE

Senior Game Developer

Gameloft – San Francisco, CA
May 2022 – Dec 2023

- Implemented core gameplay mechanics, AI systems, UI features, and networking components ensuring optimal performance and user experience across multiple AAA game projects.
- Created and managed documentation, production schedules, prototyping goals, and communication plans in collaboration with production staff.
- Deployed builds to multiple platforms and app stores after thorough testing and optimization.
- Contributed to the development of an in-house engine, improving memory efficiency by 20%.
- Developed gameplay prototypes and optimized scenes in Unity and Unreal Engine 5.3, reducing draw calls and enhancing frame rates.
- Conducted gameplay testing and tuning to ensure critical and commercial success of released products.

Game Developer

Bethesda Game Studios – Austin, TX
Oct 2020 – Apr 2022

- Architected and optimized core game systems in Unity and Unreal Engine, achieving a 40% performance improvement.
- Designed custom tools and editor extensions, reducing development time by 30% and increasing productivity.
- Played a key role in design discussions and sprint reviews, contributing to a 30% rise in implemented innovative mechanics.
- Ensured high-quality production through rapid iteration and client feedback cycles, reaching a 95% satisfaction rate.

Game Developer

Poppy Works – New York, NY
May 2019 – Sep 2020

- Collaborated on character systems, combat mechanics, AI behaviors, and environmental interactions.
- Resolved 95% of gameplay bugs and issues to maintain a smooth and stable experience.
- Worked closely with creative leadership to design and execute new gameplay features and mechanics.
- Analyzed existing projects and proposed performance-optimized solutions to improve user experience.

EDUCATION

Bachelor's Degree in Computer Science
City University of Hong Kong – Kowloon, Hong Kong
Graduated May 2014

LANGUAGES

- English — Bilingual
- Chinese — Fluent