Robbie Goldberg

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https://robbiegoldberg.github.io/portfolio/

Professional Experience

Airstrafe Interactive, Torrance, CA
Gameplay Programming Intern, Full-Time Gameplay Programmer   Jan - May, June - Oct 2023
> Core gameplay engineer on *Saleblazers* leading up to and carrying through its early access release. Implemented new large-scale systems such as achievement unlocks and text localization. Created new in-game items and machines with unique functionalities. Improved stability and functionality of existing systems including music layer transitions, quest triggers, dialogue events, inventory flow, and networking behavior. Built tools for use by other engineers and designers: a 're-bake' tool to track scene changes and easily re-bake navmesh, occlusion culling, and proxy data for modified scenes, a localization tool to export dialogue databases and string tables to CSV, run them through machine translation, and re-import them, and a material tool to locate and modify all materials in the project.

University of Southern California, Los Angeles, CA   Aug - Dec 2022
Student Assistant for Professor Peter Brinson
> Ran class playtest sessions, hosted office hours to aid students, and organized class files.

Ultimate Software (*Ultimate Kronos Group*), Weston, FL   May – Aug 2019 and June - Aug 2021
Software Development Intern
> Enhanced customer file upload and tax code fallout prevention services. Implemented PagerDuty on-call schedules, escalation policies, and inter-service integrations to improve internal incident response times.

Southern Glazer's Wine and Spirits, Miramar, FL   June – July 2014 and July - August 2015
IT Technician Intern
> Handled a wide range of IT End User Support Services including new user provisioning, PC break and fix, and asset retirement.

Education

University of Southern California, Los Angeles, CA
MS in Computer Science (Game Development)   May 2023

Cornell University, Ithaca, NY
BA in Computer Science   May 2021

Projects

Bloompunk
> Core engineer on a first-person arena shooter roguelike. USC capstone project made by 30 students over two semesters. Primary responsibilities included character controls, game physics, tutorial systems, and hooking up character animations created by team artists.

Oxygen Caliber
> Designed and developed a physics-based planetary platformer in one semester with one partner. Primary responsibilities included character controls, game physics, level loading, level design, and audio implementation.

Bazooka Caverns
> Rapidly designed and developed a physics puzzle game in 72 hours with one partner for *Itch.io's Mini Jam 109: Depth(s)*. Placed top 11% among 152 entries. Primary responsibilities included game physics, collision logic, game state management, and audio implementation.

UpWord
> Produced and developed a 2D word-building platformer on a team of 12 throughout one semester. Primary responsibilities included word verification logic, game physics, audio implementation, and team coordination.

Skills

♦ Unity   ♦ C++   ♦ C#   ♦ C   ♦ Python   ♦ Java   ♦ Git/P4V   ♦ SQL   ♦ PHP   ♦ JS/CSS/HTML