

JOHN ROBERTS

Salt Lake City, Utah

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SKILLS

-Proficient: Unity, C#, HTML, CSS, Unreal Engine, C++, Application Development, Debugging, Scripting, Microsoft Office, Microsoft Word, Software Development, Visual Studio, Object-Oriented Programming Troubleshooting

-Intermediate: JavaScript, Java, GitHub, AI

INDUSTRY EXPERIENCE

LEAD DEVELOPER

Neumont College of Computer Science
C++ Computer Graphics Engine

Salt Lake City, Utah | Oct – Dec 2022

Technologies: Visual Studio, C++, GitHub, ImGui, JSON, GLM, Assimp, SDL, Glad, RapidJSON

- Created 3D graphics rendering engine to take in custom models, materials, and shaders.
- Manipulated C++ libraries to process user data that would convert to a rendered scene.
- Developed C++ engine for rendering scenes including GUI, Shaders, and customization.

LEAD DEVELOPER

Neumont College of Computer Science
Blood Hunter; Game Development Project

Salt Lake City, Utah | June 2022

Technologies: GameMaker, GML Code, GML Visual, JavaScript

- Developed a multiplayer platformer game using GML and pre-existing assets.
- Spent two weeks researching and developing through game maker and GML.
- Delivered a game with a rewarding gameplay loop and fulfilled thematic ideas.

CO-DEVELOPER

Neumont College of Computer Science
Steelcore; Game Development Project

Salt Lake City, Utah | Nov – Dec 2025

Technologies: Unity 2D, C#, Github, Visual Studio, Trello, Unity SharpNeat

- Developed a 2D Neural Network Tank Battle Game
- Collaboratively developed systems using new and pre-existing assets.
- Delivered & presented a polished game with Machine Learning Battle System

EDUCATION

Bachelor of Software and Game Development, 2025

Neumont College Of Computer Science, Salt Lake City, UT