

JOHN ROBERTS

Salt Lake City, Utah

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Portfolio: <https://robejohngs.github.io/johnroberts.github.io/>

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

CO-Developer

Utah Arts Alliance - Dreamscapes Exhibit
Interactive Video Game Kiosk Art Installation

Salt Lake City, Utah | Mar – Jun 2025

Technologies: Unity 6, C#, Visual Studio, Trello, GitHub, Blender

- Developed a 2D desert exploration game as part of an interactive exhibit.
- Collaborated with two other developers to make assets and implement game systems.
- Successfully delivered the working game to Dreamscapes art exhibit for others to play.

LEAD DEVELOPER

Game Development Capstone
Chain Strike

Salt Lake City, Utah | Dec 2024 – Mar 2025

Technologies: Unity 6, Blender, Blender Animation, Unity Splines, GitHub, Trello, LinkedIn Learning

- Developed a BMX wave-based hack-and-slash game using Unity 6 and Blender.
- I worked on fluid bike movement, animating BMX tricks, and learning Blender.
- Finished the alpha of the game delivering the mechanics, fighting, and maps.

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, Dec 2025

Neumont College Of Computer Science, Salt Lake City, UT