

**Nationality:** British  
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Rob Watling  
Software Engineer

EXPERIENCE

**Quell Tech** **London**  
**Lead Game Engineer** ..... Mar 2023 -  
<https://playquell.com/> Current

**Senior Game Engineer** ..... **London**  
Jan 2022 -  
March 2023

- **Management & Leadership**
  - Interim Tech Director for six months (March–August 2023), leading the engineering team during leadership transition.
  - Line managed two senior engineers, providing mentorship and performance guidance.
  - Mentored senior and mid-level engineers, fostering technical growth and best practices.
  - Lead interviews for potential engineering hires.
- **Engineering**
  - Shipped Shardfall from development to release, including post-launch content updates.
  - Drove the Shardfall:VR port, leading prototyping to assess feasibility
  - Developed a custom performance benchmarking tool for Shardfall, optimising system performance.
  - Collaborated with the hardware team to implement efficient serial port communication.
  - Designed and implemented a custom input system to support proprietary hardware.
  - Led architectural and system development, ensuring scalable and maintainable solutions.
  - Developed a robust save/load system with redundancy to prevent data loss.
  - Led MacOS development, overseeing integration, optimisation, and porting.
  - Led backend and social feature development using Nakama, learning and applying TypeScript, Docker, and Nakama while mentoring the team.
  - Implemented key CPU and memory optimisations, enabling Shardfall:VR to achieve 80+ FPS performance.

**Electric Gamebox** **London**  
**Senior Software Engineer** ..... Mar 2020 -  
<https://electricgamebox.com/> Jan 2022

- Designed and developed an SDK for rapid game development on the Gamebox, abstracting hardware complexities to enable game developers and third-party teams to focus on core gameplay.
- Engineered a robust control system to manage and maintain all Gamebox services and connections (TCP/UDP/HTTP/PJLINK), ensuring uninterrupted operation for months at a time.
- Developed tools and optimized build pipelines, enhancing developer productivity and automating routine processes to streamline workflows.
- Led development of the first game built on the SDK, which has consistently ranked among the top-selling titles in the Gamebox catalogue.

**Mrs Wordsmith** **London**  
**Senior Software Engineer** ..... Jul 2019 -  
**Skills & Experience:** Unity, Architecture, Jan 2020  
Best Practices, Apple Sign On, Onboarding

**VU.CITY** **London**  
**Unity Developer / Software Engineer** Jan 2018 -  
**Skills & Experience:** Jul 2019  
Unity, Automation, Tooling,  
Asset Bundles, Architecture, Best Practices

**R3PI - Solera** **London**  
**3D Software Developer** Jun 2016 -  
**Skills & Experience:** Oct 2017  
Unity, iOS, Android, Tooling, Automation

**Smartfocus** **London**  
**3D Programmer** Oct 2015 -  
**Skills & Experience:** Apr 2016  
Unity, iOS, Android

TECHNICAL SKILLS

**Languages**  
**Proficient in:** C#, TypeScript  
**Experienced in:** C++, HTML, CSS and JavaScript

**Platforms**  
Windows, MacOS, Android, iOS, Meta Quest

**Frameworks & Engines**  
**Engines:** Unity, Unreal Engine  
**Frameworks:** .NET , Nakama, Node

**Focuses**  
Tooling, Architecture, Systems Programming, Backend, Optimisation

**Tools**  
**Source Control:** git, SVN, Plastic  
**Project Management:** Jira, Trello, Shortcut  
**Test Automation:** C#, Unity Test Runner (Editor/Playmode)  
**Technical:** Docker, Packet Sender, Wireshark  
**Design:** Figma

**Other**  
Versed in Agile and Scrum methodologies  
Writing general and technical documentation

EDUCATION

**Derby** **University Of Derby**  
Sep 2011 - BSc Hons in Computer Games Programming  
May 2015 Graduated with a 2:1

**Essex** **Chelmsford College**  
Sep 2009 - BTEC National Diploma in ICT Level 3  
Mar 2011 Graduated with Triple Distinction

**Further job experience on request.**  
**References available on request.**