Maxis@Deserialize.Me
Linkedin.com/in/deserializeme
Github.com/deserializeme
(206)-537-5034

Max Roby

- They/them -

Gameplay Systems Engineer

Hi ENGINE Team!

I'm a full-stack engineer with Unity 3D, Linux/Windows/Cloud who is passionate about creating scalable + modular gameplay systems and loves creating tools and automation to power-up of my teammates. My partner has taken a position in The Netherlands starting later this year which will need us to relocate. While their job will cover our move, I'll still need to find new work to pay my share of the rent!

I saw that you are recruiting game programmers via your website and thought my skill-set could be useful to your team. If you agree I'd love to talk more about your work and needs.

Cheers!
-Max