Max Roby

Systems - Gameplay - Automation

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Hi Wargaming Team!

I'm an Engineer/developer currently working for a VR training startup that utilized Unity 3D and cloud technologies helping them unify all of their systems to be fully end-to-end automated.

I enjoy the challenge of reverse-engineering a new code-base and leaving clean code and documentation behind me. My passion though is building tools and systems that enable creatives to make cool, new things quickly, iterate rapidly, test automatically, and deploy easily. With 10 years experience, I've amassed a large repertoire of tools and technologies, but my favorites are Unity 3D and C#.

If you feel like my skill-sets and experience could be assets to your team, I'd love to talk more about the position.

Thanks for your consideration!

-Max