

Max Roby

Systems - Gameplay - Automation



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Hi Studio Wildcard

I'm reaching out based on your posting for a Build Systems Engineer.

My skill-set is a hybrid of a game developer with C#/Unity and a Systems/DevOps engineer with Linux/GCP, among many others.

I'm currently working with a SaaS start-up that is using Unity engine to create VR training simulations of hazardous occupations by re-configuring their cloud infrastructure process and handling their content packaging/delivery process.

The thing I enjoy most at work is creating tools and systems that enable developers, whether that takes the form of automating infrastructure or creating editor tools.

After 10 years experience the biggest skill I've developed is stay flexible, curious, and learn quickly as requirements and constraints demand.

Thanks for reading!

-Max