

# Max Roby

Systems - Gameplay - Automation



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Hi DoubleDown Team!

It's surprisingly rare for me to find a company looking for someone with a blend of game-development, Systems Engineering, and Audio/Music work all-in-one, So i'm very excited to apply for your Unity Technical Sound Engineer role.

I actually got in to the tech industry via the music industry roughly 10 years ago. I had studied music technology in college, but spent a lot of time fixing classmates and teachers hardware/software to the point it got me a job in IT. I found my passion for blending music and tech via Unity 4 and have been an avid fan of the platform ever since.

You can find some of my composition/sound design work here:

[soundcloud.com/deserializeme](https://soundcloud.com/deserializeme)

And some of my Unity/Tech work here:

[github.com/deserializeme/Game-Projects](https://github.com/deserializeme/Game-Projects)

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