

Max Roby

Systems - Gameplay - Automation



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Hi HBS Team!

I'm reaching out based on your posting for a Senior Unity Tools Engineer.

What really stood out to me was your desire for someone to build new Editor Features. One of my favorite things in Unity actually is creating editor tools that help non-technical users create complex content easily and repeatably.

I actually have several examples of these on my Github for input-systems, and animation/combat tools that I like to work on in my free time.

https://github.com/deserializeme/Game-Projects/tree/main/combat_system

If you feel like my skill-set to could be an asset to your team, I'd love to talk more. about the position.

Thanks for your consideration!

-Max