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

Max Roby
- They/them -
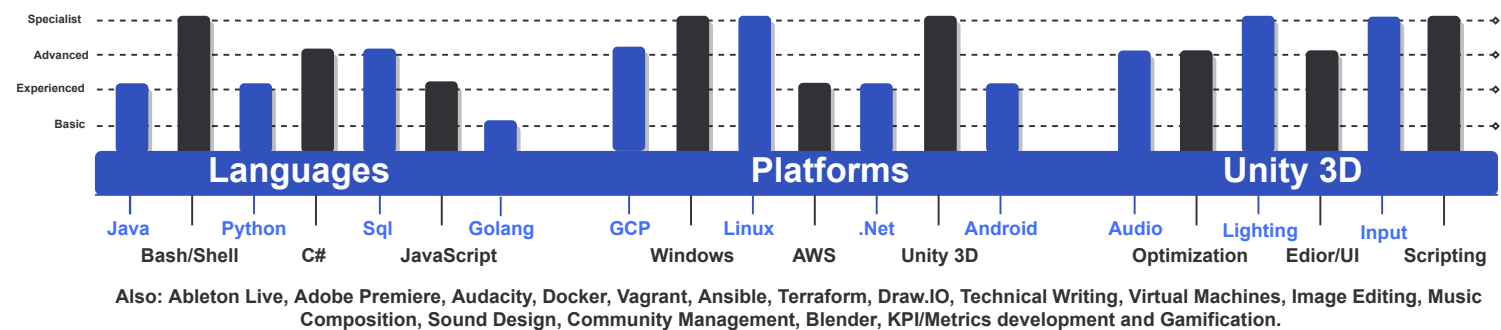### Gameplay Systems Engineer

- Passionate about the Unity platform and democratization -
- 8+ years of Unity experience - from 4.0 to current beta -
- traditional games + other real-time experiences experiences for enterprise clients -
- Full Stack Unity development for Linux, Windows and Cloud environments -
- QSR/POS, SaaS, Gaming, Music Tech, Hardware, Political, and VR industry experience -

Skill levels: Specialist, Advanced, Experienced, Basic

Languages: Java, Bash/Shell, Python, C#, Sql, JavaScript, Golang
Platforms: GCP, Windows, Linux, AWS, .Net, Unity 3D, Android
Unity 3D: Audio, Optimization, Lighting, Edior/UI, Input, Scripting

Also: Ableton Live, Adobe Premiere, Audacity, Docker, Vagrant, Ansible, Terraform, Draw.IO, Technical Writing, Virtual Machines, Image Editing, Music Composition, Sound Design, Community Management, Blender, KPI/Metrics development and Gamification.

Outside of Work:

Relearning to cook with all plant-based ingredients while waiting for Kipo S3 and Unity's Enlighten replacement.
Designing IAC to support dual-power structures and learning Golang.
Exploring the intersectionality of urban planning, game-design, and 441 hidden playgrounds.

Past Projects

- Input system wrappers
- 3rd and 1st person camera controllers
- Camera behavior and error correction solutions
- Real-time volumetric reverb and sound occlusion system
- Spline driven animation and particle animation tools
- Combat systems and logic
- Custom IMGUI editors
- Virtual Help-Desk automated IT system
- Gamified KPI employee metrics system and dashboard for TL's
- Zoom background generator
- AI behaviors, logic, and navigation

- Content distribution pipeline automation
- Multi-team last-mile integration.
- Infrastructure as code
- Cloud Compute resource creation and administration
- Proprietary Linux distro development
- Resource monitoring, logging and reporting
- Fleet hardware diagnostics and repair automation
- Inventory and Payroll systems development
- Brand standards tracking and enforcement
- Full-stack debugging and optimization

- Discord Bots serving over 10k users daily
- Internal Pizza Hut Android App deployed to 1000+ users.
- Mods and Addons for Skyrim and World of Warcraft
- Community-awarded music composition, production and sound design
- PCI Security compliance patches deployed to thousands of US locations.
- Automated international hardware fleet software updates and management processes
- Fund-raising and community organization tools engaging over 2000 political activists.

Work History

Diagnostics Engineer - STRIVR

Nov 2019 - Current

- Onboarding and provisioning + administration of new VR training clients cloud infrastructure
- Software delivery automation of Unity3D based VR content to tens of thousands of users on Occulus/Pico/HTC hardware
- Customizable Virtual Office space + live Zoom video backgrounds for remote employees
- Reduced costs and increased service availability by optimizing Cloud Compute resources and refactoring code allowing for hundreds more daily active users without the need to vertically scale.
- C#, Unity 3D, Ubuntu 18.04, Windows 10, Bash, Powershell, Ansible, Terraform, JSON, Google Cloud Platform, Oculus/Pico, Git, ADO, Service Now, Android Studio, Docker, Stackdriver.

Systems Engineer - Pizza Hut

Sept 2011 - Nov 2019

- Owned hardware and system image validation/documentation pipeline encompassing over 100k devices.
- Developed in-house Android apps used by 1000+ management employees.
- Authored systems patches and scripts enabling the continued support of a vast array of legacy hardware through multiple OS upgrades negating $10,000,000+ in hardware upgrade/replacement costs during my tenure.
- Modular Virtual Help-Desk experience in Unity 3D to guide employees through in-store processes to troubleshoot and repair Point of Sale hardware + resolve networking issues.
- Gamification of Help-Desk KPIs and creation of opt-in competitive dashboard.
- Bash, C#, Python, JS, Java, SQL, JSON, Ubuntu 14-18, SLED 10, Git, Kanban, Jira, Windows, Powershell, Unity 3D, Android Studio, Vagrant, Ansible.

.Net Developer - JC4 Congress

August 2019 - March 2020

- Discord .Net bot creation for political organization and implementation of gamified community organization techniques, and cloud infrastructure management
- Anti-harassment features, fundraising incentives and tools, automated community management
- C#, .Net Core, Discord .Net, Google Sheets API, Wix, SQL, AWS EC2, AWS S3, Terraform, Ubuntu

Guild Master/Community Manager - WoW Guild

February 2017 - June 2019

- Executive of guild consisting of up to 75 members focused on end-game heroic difficulty progression
- Coordinated and executed transfer and rebuild, executed recruitment and social media strategy, enabling us to rise to a server top 100 raiding guild, including multiple top-10 ranked boss kills for US servers.
- Achieved zero attendance induced raid cancellations and zero required pugging from 2017 onward by focusing on member engagement, transparency, and maintaining a diverse community.
- Leadership, Team Building, Social Media, Recruitment, Training, Video Editing, Photo Editing, Conflict Resolution, C#, Discord .Net, Unity 3D, Google Sheets API, .Net Core, AWS EC2, SQL