Max Roby

Systems - Gameplay - Automation

Maxis@Deserialize.Me
(206)_537_5034
Seattle, Wa

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.
After spending several years dedicated to reforming previous employers poor practices, I'm also a firm believer in the power of thorough documentation. I have several examples of past editor work, tools, and technical documentation here: github.com/deserializeme if you're feeling adventurous.

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