

Max Roby

Developer/Engineer



Systems and Automation Specialist

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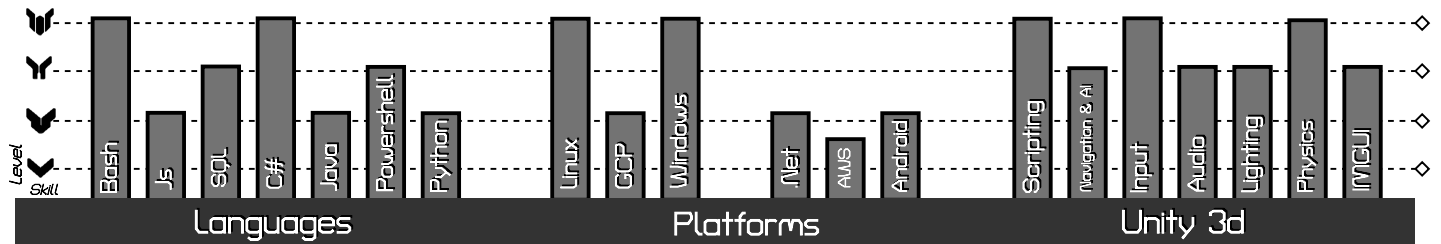
206-537-5034

Seattle WA

Hey, I'm Max!

I'm a developer and engineer with nearly a decade of experience creating tools, software, games, experiences and automation systems with C#, Linux, Unity 3D, and various scripting languages.

I make tools and systems to do the stuff you hate so you can do more of the stuff you love.



Previous Work

C#/Unity Projects

- Input wrappers for run-time re-mapping device profiles
- Camera/Player/NPC Control systems
- Spline generation and animation/pathing systems
- proc/guided-gen mmo ability designer and combat system
- Custom IMGUI editors
- Dynamic Linux system and network troubleshooting framework, UI, and modules (Virtual Agent) to reduce HD call volume.

#Bash & Linux Projects

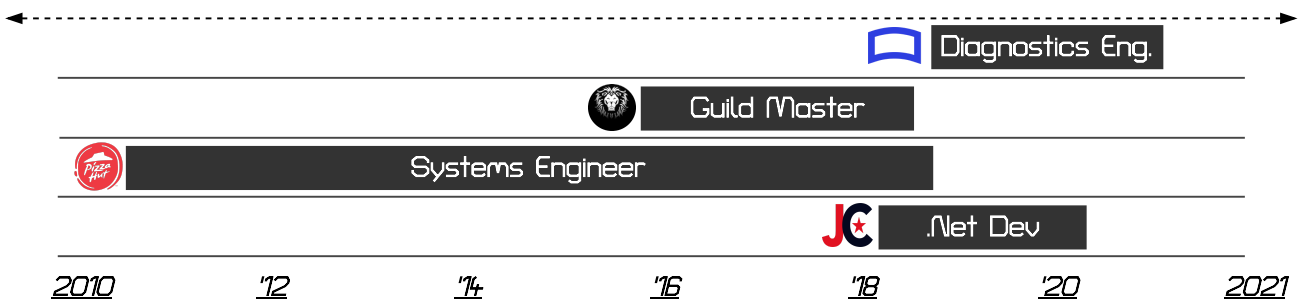
- Diagnosis, re-certification, and ticket tracking system for NUC's and VR headsets.
- Automation Systems: Content Deployment/Cloud Resource Creation/Systems Administration system connecting multiple pipelines and reducing weeks worth of skilled work to seconds.
- Inventory tracking and diagnostic tool which greatly reduced category HD call times.
- Suite of tools to diagnose and correct payroll and time tracking errors as well as several tools to manually explore data greatly reducing category HD call times.
- Patches and updates resulting (combined) in several million dollars in negated or delayed replacement costs.

Other Fun Stuff

- Discord Bots administering over 10k users daily
- PH-Wifi Connect Android App v1 and 2 (Java/Android Studio)
- World of Warcraft addons and macro work (Lua)
- Help Desk KPI/metrics system (Unity3D, Cisco Agent, MySQL, Remedy)
- Dynamic Brand-Standards reporting (Javascript/HTML/CSS)
- Wolf Howl Award winning Audio composition/production and sound design (Ableton Live)
- PCI Security audit compliance patches deployed to thousands of machines (Powershell/Bash)
- Automated fleet software update and management process (Bash/Google Cloud Platform/Ubuntu/Ansible)

Employment Timeline

2010 - 2021



Timeline Details

Diagnostics Engineer - STRIVR



Responsible for the day-to-day administration and development/creation of automation processes for hardware diagnostics, updates, inventory as well as last-mile of content creation, data processing and content package creation, cloud resource management, and integration with cloud services and warehouse teams.

Systems Engineer - Pizza Hut



Owned hardware and system image validation/documentation pipeline. Worked closely with chief systems architect, stakeholders, clients, Help Desk, and vendors to ensure/enforce compatibility and brand standards across a diverse base of POS hardware encompassing over 100k devices.

.Net Developer, Community Manager



Design and build discord user management software for congressional campaign in conjunction with local activists for the purpose of providing safety, communication, state persistence, and data migration capabilities currently unavailable among other commercial solutions.

Guild Master



Executive leadership position of guild consisting of up to 75 members directly responsible for recruitment, social-media, community management, treasury, and daily administration of members and guild assets. Trained and promoted officers to handle targeted duties suited to their time and talents.

The Archives

2011 and older

- Pixel Virtuosa Group - Audio Technician / Programmer
- Frank Otte's Nursery Centers - Operator/Sales
- Dragons Eye Productions - Music Composition
- Beef O'Bradys - Kitchen Manager (Night)