

Max Roby

Systems - Gameplay - Automation



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Hi PTC Team!

I'm a **developer/engineer** with a **decade of experience** who has been working with a **VR training start-up** for the last year. In that time, I've come to greatly appreciate the power of the platform. However it's also made it clear to me that many of VR's biggest challenges are where AR can shine the most.

As a passionate **Unity developer** currently being utilized for Linux and cloud infrastructure **automation/engineering** I would love the opportunity to get back to working in my primary medium. I've been working with **Unity 3D** in multiple capacities **since the launch of Unity 4 in 2012** to design games, tools, enterprise utilities and experiences aimed at improving the workplace, and enabling creatives.

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