

# Robert Maniotis

## Gameplay Programmer

Winterville, NC - Email me on Indeed: [indeed.com/r/Robert-Maniotis/214ad4ea139b9e4e](https://www.indeed.com/r/Robert-Maniotis/214ad4ea139b9e4e)

Gameplay Programmer with experience using a wide variety of programming languages. Significant experience with C#, C++ and VB. Professional, goal-oriented and a dedicated problem solver. Proven ability to provide robust and efficient code within tight time constraints. Works well independently and as part of a development team.

Willing to relocate: Anywhere

Authorized to work in the US for any employer

### WORK EXPERIENCE

#### Game Developer

Grover Gaming - Greenville, NC - December 2015 to Present

Responsibilities:

- Developed casino video games using the Unity game engine which targeted physical arcade-style cabinets.
- Released several titles to multiple markets, many of which went on to become top earning games in the market.
- Collaborated with members from the art, audio and design teams to deliver rich, engaging gameplay.
- Integrated game logic with custom third-party APIs in collaboration with certain state/national governments.
- Generated and maintained internal API documentation of the company's core back-end solver engine.

#### Skills Used

Unity, C#, .NET, Visual Studio, MonoDevelop, Subversion, Team Foundation Server

#### Independent Projects

Self - 2012 to Present

-“Triple Threat” Game - 2015

- Created with a team as series of mini-games: pinball, racing and marble madness with hidden objectives in each.
- Developed systems for the racing game including AI, input, camera, gameplay, physics and effects systems.
- Designed and constructed the level/environment for the racing mini-game.
- Managed a subversion repository for the project to mitigate development conflicts.

-“Quantum Sliders” Game - 2014

- Developed a cross-genre game with a team about parallel universes where the play style is randomly shuffled between a platformer, a twin-stick shooter and a side-scrolling fighting game every 5-15 seconds.
- Built gameplay systems around the twin-stick shooter game mode including AI, input, physics and effects.
- Contributed components for the swapping mechanics for changing between game modes.

-“House” Game - 2014

- Created with a team of developers for the Global Game Jam about how perspective can change reality.
- Constructed input, camera and gameplay systems to impart the perspective of a fly seeking collectables.
- Built a progressive visual effects system to impart the feeling of consuming alcohol using the Oculus Rift.

-“Buffametric” Game - 2012

-Developed a multiplayer isometric game for Ludum Dare where players duel using hockey pucks riding buffalo.

-Created game systems including physics, player input, collision detection, UI, and gameplay.

## **Contract Experience**

Self - NY - 2011 to Present

Unannounced Role-Playing Game - 2015-2016

INDEPENDENT, New York

-Collaborated with a team developing gameplay and UI systems in the Unity game engine for the title.

-Designed and created essential core components for the combat system.

-Developed tool applications for use by game/level designers in support of creating/balancing game elements.

-Created/Managed the version control system for the project using SourceTree and Bitbucket.

Unannounced Action Puzzle Game - 2013-2014

SUNY RESEARCH FOUNDATION, New York

-Created to serve as a demonstration game to outline key features on a new prototype user interface device.

-Provided insight into common game design mechanisms to the client to aid in finalizing the design of the game.

-Developed a prototype multi-threaded UDP-based solution for communication between the device and Unity.

-Produced all game content including artwork, gameplay logic, level design, animations and audio.

Patient Management System - 2011-2012

UB FOUNDATION, New York

-Developed a solution using Microsoft Access/VBA for tracking patient medical history and feedback surveys that improved upon an internally-developed solution and greatly increased user productivity.

-Designed custom reporting exports to Microsoft Excel and Adobe PDF.

## **.NET Software Developer**

Systems Technology Group - Buffalo, NY - March 2014 to November 2015

-Developed Windows Forms and WPF applications using C# and XAML to support retail store/back office systems.

-Created a solution for printing RDLC reports to receipt printers with a custom filter system using the composite design pattern to allow complex SQL filters to be created and stored by end users easily and efficiently.

-Collaborated with team members on a data synchronization system between retail locations using a core data structure and interchangeable endpoints which could interface with multiple external applications.

-Used COM and p/invoke to interface custom .NET logic with natively compiled external applications.

-Provided Tier 3 support to customers experiencing software issues through trace builds and remote debugging.

-Encouraged industry-standard practices in the team such as test-driven development and design patterns.

-Supported legacy systems coded in C++ and VB6 and converted several of them to .NET.

## **Senior MS Access VBA Programmer**

CITIGROUP - Getzville, NY - 2008 to 2014

-Designed object-oriented applications using MS Office and VBA to improve business processing efficiency.

-Improved production efficiency by resolving design flaws in existing database applications.

-Enhanced code for existing database applications to decrease processing time and maximize code efficiency.

-Interfaced MS Access Databases with other applications through API scripting and COM reference libraries.

-Refactored code during several system upgrades of software, operating systems and hardware.

- Produced complex applications using VBA with Access Forms and SQL Server databases as a back end.
- Improved development practices by creating a custom version control system for MS Access applications.

## EDUCATION

### **Bachelor of Science in Computer Information Systems**

STATE UNIVERSITY OF NEW YORK COLLEGE AT BUFFALO - New York, NY

May 2008

## SKILLS

C#, C/C++, XAML, VB.NET, VB6, VBScript, SQL, XML, HTML, ASP, Java, JavaScript, Batch, Bash, Perl, Visual Studio, TFS, Subversion, Git, WPF, Windows Forms, MVVM, MVC, COM, MonoDevelop, NetBeans, Unity 3D, Unreal Engine, Photoshop, Microsoft Office, Sandcastle, Atomineer Pro Documentation, GhostDoc

## CERTIFICATIONS/LICENSES

### **CLA - C Programming Language Certified Associate**

2013 to Present

## GROUPS

### **Buffalo Game Space**

June 2013 to Present

Non-profit organization dedicated to promoting the game development industry in the Buffalo, NY area by providing educational workshops, events like game jams to build portfolios and networking opportunities to pair local talent together and form teams to produce great games.