

JUSTIN RODERMAN

SENIOR GAME ENGINEER

jcroderman@gmail.com - <http://justinroderman.com>

SKILLS

Languages

Proficient: C++, Java, C#, Javascript
Advanced: Python, Typescript
Intermediate: Bash, GLSL

Skills & Frameworks

Unity, Git, Cocos2d-x, Cerberus, Spring Boot,
Xcode, Android, React, REST & GraphQL,
TeamCity, GIMP, HTML & CSS, MongoDB, SQL

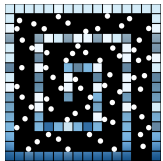
EXPERIENCE

PeopleFun | San Francisco, CA

Senior Mobile Game Engineer Nov 2021 - Present



- ❖ **Wordscapes** (Cerberus [Monkey/C++/Java]) - Team Engineer - Feb 2023 - Present
 - Developed variety of new features in a legacy codebase
 - Collaborated with designers and art to revamp different aspects of the UI
 - Took ownership of crash reporting system & produced weekly reports on stability
 - Wrote native iOS and Android code to supplement features written in the engine



- ❖ **Bricks n Balls** (Cocos2d-x [C++] / Unity [C#]) - Lead Engineer - Nov 2021 - Feb 2023
 - Led development of massive new features that revitalized the game
 - Created intensive design documents to lay out implementation plans for features
 - Produced extensive documentation of an acquired multilingual codebase
 - Developed new features utilizing client-side and server-side logic

RiskIQ / Microsoft | San Francisco, CA

Full Stack Engineer Aug 2020 - Oct 2021

- ❖ Established an internal attack surface creation tool that increased productivity tenfold
- ❖ Developed various frontend and backend application features used by thousands of customers
- ❖ Participated in on-call response teams focused on service resiliency
- ❖ Constructed thorough tests on both frontend and backend features

NOTABLE PROJECTS

Dino Soar - 2023 DinoJam3 - Unity

- ❖ Won 3rd place overall

Laser Leche - 2023 Lowrez Jam - Unity

Sea Crit Admirer - 2022 PeopleFun Jam - Unity

Picross - 2021 - HTML & Javascript

Voyage of the Infinity - 2020 - Phaser.io

Adscapes - 2023 PeopleFun Jam - Unity

- ❖ Won Most Innovative award

Tick Tick Za! - 2022 Ludum Dare 51 - Unity

Lost & Return - 2021 Global Game Jam - Unity

Cannoneer - 2018 KU Film & Media - Unity

- ❖ Won Best New Media award

EDUCATION

University of Kansas - School of Engineering

2016 - 2020 Major - Computer Science - Minor - Film & Media Studies

Graduated with **Distinction** and **Honors** - GPA: 3.99

References available upon request - Game and code samples available on my portfolio <http://justinroderman.com>
- Additional experience can be found on LinkedIn