

ROB LUCKFIELD

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EXPERIENCE

JULY '17 - PRESENT

PRODUCER & ENGINEER, CLOUDYSHARK STUDIOS

Led development on 4 titles for pc and mobile. Ran daily meetings and managed production pipeline. Maintained rapid Agile development, Scrum practices, proper documentation, and JIRA tracking.

Designed and prototyped new features and systems in FPS, RPG, and casual games. Implemented features from design through QA verification, primarily in UI, FPS gameplay, and game audio.

DEC '16 - JULY '17

QA MANAGER, CLOUDYSHARK STUDIOS

Led QA in testing new features, tracking issues, and implementing solutions on two mobile titles. Managed QA testers internally and via outsourced testing throughout development and live-ops.

DEC '15 - MAY '16

QA TESTER, POLE TO WIN INTERNATIONAL

Planned & executed testing for mobile & console games. Detailed & tracked issues across development.

EDUCATION

SUMMER 2016

CERTIFICATE IN BACKEND ENGINEERING, THE IRON YARD

Honed skills in web development and project management in an immersive 3-month bootcamp.

SPRING 2015

BA IN PHILOSOPHY, UNIVERSITY OF TEXAS AT AUSTIN

Certificates in Game Development & Design, Digital Arts & Media, and Digital Audio Composition & Production. Led design & development of 2 Unity titles in Capstone coursework. Completed graduate-level coursework in audio engineering.

SKILLS

- Agile & Waterfall Development
- Unity - mobile / PC / console
- Scrum Certification Level 2
- JIRA, Confluence, Trello
- Microsoft / Unity - C# .NET, Azure, Office
- Version Control - Git / Perforce