


STEPHEN ROEBUCK

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OBJECTIVE

Passionate game development student seeking awesome opportunities, building epic games and learning every step of the way. Hungry for knowledge, and determined to succeed.



HIGHLIGHTS OF QUALIFICATIONS

- Excels under pressure
- Able to solve problems promptly
- Able to stay organized and prioritize key demands
- Able to develop the skills necessary to jump straight into a fast paced environment
- Experienced with various software suitable for the gaming industry
- Excel within a team atmosphere as I enjoy bouncing my ideas and theories off of others.



SKILLS

Game Design

- Level Design
- Scripting
- Design Documentation
- Play Testing

Engines

- Unity
- Unreal
- Android Studio
- XCode

Software

- Microsoft Office
- Slack
- Adobe Photoshop

Programming

- C#
- C++
- JavaScript
- Java
- Swift



EDUCATION

Game Design & Development Program | TriOS College

IN PROGRESS

Program Segments

- Video Game Core Theory
- Video Game Development Fundamentals
- Mobile Game Development
- Unity Video Game Development



RELEVANT EXPERIENCE

TORONTO GAME JAM

MAY 2017

- Top Down Turn Based Game
 - Made with Unity C#
 - Attempt at a turn based RPG System



EXPERIENCE

Technical Help Desk | Stericycle

OCTOBER 2014 – SEPTEMBER 2015

Handled both phone and email inquiries about technical issues regarding a real estate website. Was important in maintaining positive customer relations.