

STEPHEN ROEBUCK

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github.com/shiftay

PROFICIENCIES

C++ | C# | Python | Swift |
TypeScript

Unity 2019 | Unreal Engine 4
GitHub | XCode |
Visual Studio Code

PROJECTS

STARQUEST

RELEASED SEPTEMBER 2020

Action Adventure Mobile game, developed within Unity.

Find out more at StarquestGame.com

HEXATOWN

RELEASED AUGUST 2018

Solo project created within unity, a City planning card game, where you attempt to fill a hexagonal grid with buildings in an attempt to create a vibrant city. [Git Repository](#)

CLEAN SLATE

RELEASED NOVEMBER 2017

Visual Studio Extension used to convert XML Style comments into markdown for use with the Slate API. Visit the [Visual Studio Marketplace](#) for more information.

EXPERIENCE

LEAD DEVELOPER

MARCH 2019 – JUNE 2020

COSMIC GAMES

Lead a small team of developers in creating *Starquest*, a mobile game. Worked on Player Controls, General Gameplay loop, and more.

DEVELOPER INTERN

OCTOBER 2017 – FEBRUARY 2018

LIFTLOCK STUDIOS

Created internal tools for use with Visual Studio Code and Unity
Helped develop a mobile game for Android and iOS

REFERENCES AVAILABLE UPON REQUEST