

STEPHEN ROEBUCK

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Experienced game developer with a track record of leading successful projects at Cosmic Games and co-creating coding tools at Liftlock Studios. Honors graduate from triOS College, bringing a strong foundation in game development principles and a passion for innovation.

SKILLS & PROFICIENCIES

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| <ul style="list-style-type: none">• C++• C#• Python• Swift• TypeScript | <ul style="list-style-type: none">• Unity• Unreal Engine• GitHub• Visual Studio Code• XCode | <ul style="list-style-type: none">• Problem-Solving• Leadership• Agile Methodologies• UI/UX Design Principles• Coordination |
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EXPERIENCE

LEAD DEVELOPER

MARCH 2019 – JUNE 2020

COSMIC GAMES

- Orchestrated a team of two developers and a UI/UX Specialist to bring StarQuest from inception to successful release.
- Facilitated daily scrum meetings to enhance communication and maintain alignment with project objectives.
- Oversaw the entire game development lifecycle, including significant system overhauls and iterative improvements to match the Game Designer's vision.

DEVELOPER INTERN

OCTOBER 2017 – FEBRUARY 2018

LIFTLOCK STUDIOS

- Collaborated in the development of the "Clean Slate" Visual Studio Code plugin, streamlining codebase upkeep and encouraging efficient coding standards.
 - Significantly contributed to the creation of a mobile game inspired by Tetris, actively shaping gameplay design, implementing logic, and ensuring seamless mobile compatibility.
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EDUCATION

triOS College Business Technology Healthcare

JANUARY 2016 – FEBRUARY 2018

Graduated with honors from a comprehensive two-year program, acquiring a solid foundation in game design principles, various programming languages, and essential development processes.

RELEASED PROJECTS

STARQUEST

RELEASED SEPTEMBER 2020

Action Adventure Mobile game, developed within Unity. Find out more at [StarquestGame.com](https://starquestgame.com)

HEXATOWN

RELEASED DECEMBER 2018

Independently developed a City Planning Card Game using Unity, challenging players to strategically fill a hexagonal grid with buildings to craft a thriving and vibrant city. [Git Repository](#)

CLEAN SLATE

RELEASED OCTOBER 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