

STEPHEN ROEBUCK

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🐙 github.com/shiftay

PROFICIENCIES

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

Unity | 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](https://starquestgame.com)

HEXATOWN

RELEASED SEPTEMBER 2020

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 SEPTEMBER 2020

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

STUDENT

2016 – 2018

triOS COLLEGE

Graduated from the Video Game Design and Development program.
Completed a variety of courses including: Unity 2D/3D Development, Unreal Development, Swift Development, Level Design