

STEPHEN ROEBUCK

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Aspiring developer looking for new experiences building games and connections.

Proficiencies

Languages: C++ | C# | Python | JavaScript | Swift | Typescript | C

Software: Unity 5+ | Unreal Engine 4 | Android Studio | [GitHub](#) | XCode | Photoshop

Projects

CLEAN SLATE

RELEASED NOVEMBER 2017

- Visual Studio Code Extension
 - Convert XML Style comments to markdown for use with Slate API
 - [Visual Studio Marketplace](#)

HEXATOWN

RELEASED AUGUST 2018

- City Planning card game
 - Mobile game developed in Unity using C#
 - [Git Repository](#)
 - [Google Play](#)

CURRENT PROJECTS

- Hot Dog Building Puzzle Game *in Development with Unity*
 - Wizard Duel Deck Building Card Game *in Development with Unreal Engine 4*
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Experience

Intern | Liftlock Studios

OCTOBER 2017 – FEBURARY 2018

Created internal tools for use with Visual Studio Code and Unity

Helped develop a mobile game for Android and iOS

Game Design & Development | triOS College

MARCH 2016 – FEBRUARY 2018

GRADUATED WITH DISTINCTION

C++ Development, Unreal Engine Development, Unity Development, iOS Development, Android Development, Level Design