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

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