STEPHEN ROEBUCK

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🐙 github.com/shiftay

SKILLS & PROFICIENCIES

C++ • C# • Python • Swift • TypeScript

Unity • Unreal Engine 4 • GitHub • XCode • Visual Studio Code

Leadership • Problem-Solving • Agile/Scrum Methodologies • Communication and Coordination • UI/UX Design Principles

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

Led a team of 2 developers and a UI/UX Specialist in the successful development of StarQuest, from prototyping to release.
Conducted daily scrum meetings, fostering efficient communication and ensuring alignment with project goals.
Managed the full game development lifecycle, including major system rewrites and iterations to align with the Game Designer's vision.

DEVELOPER INTERN
OCTOBER 2017 – FEBRUARY 2018
LIFTLOCK STUDIOS

Co-created the "Clean Slate" Visual Studio Code plugin, simplifying codebase maintenance and promoting efficient coding practices.
Played a key role in the development of a Tetris-inspired mobile game, actively participating in gameplay design, logic implementation, and mobile compatibility.

STUDENT
2016 – 2018
triOS COLLEGE

Graduated with honors after completing a comprehensive 2-year program.
Gained foundational knowledge in game design principles, programming languages, and development processes.

Work Samples found at shiftay.github.io