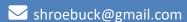
STEPHEN ROEBUCK



J 4163561929

in linkedin.com/in/stephen-roebuck

github.com/shiftay

PROFICIENCIES

C++ | C# | Python | Swift |
TypeScript | JavaScript | Java

Unity 2019 | Unreal Engine 4 GitHub | XCode

PROJECTS

STARQUEST

CURRENTLY UNDER DEVELOPMENT

Action Adventure Mobile game, being developed within Unity. Find out more at StarquestGame.com

HEXATOWN

RELEASED AUGUST 2018

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 NOVEMBER 2017

Visual Studio Extension used to convert XML Style comments into markdown for use with the Slate API. Visit the <u>Visual Studio Marketplace</u> 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

REFERENCES AVAILABLE UPON REQUEST