

STEPHEN ROEBUCK

Game Programmer | QA Analyst | Software Developer

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EXPERIENCE

QA Test Associate 2

Experis Enterprise

- Conduct functional, regression, and exploratory testing, identifying and reporting critical defects that improved product stability pre-launch.
- Contribute to a high-impact QA project for Meta, testing and validating features used by millions of users globally

Lead Developer

Cosmic Games

- Managed the full development cycle of *StarQuest*, coordinating design, programming, and testing, leading to an on-time release with minimal post-launch bug reports
- Facilitated daily scrum meetings to enhance communication and maintain alignment with project objectives.
- Directed iterative improvements in AI behavior and UI/UX, aligning the game mechanics with the designer's vision.

Developer Intern

LiftLock Studios

- Collaborated in the development of the "Clean Slate" Visual Studio Code plugin, streamlining codebase upkeep and encouraging efficient coding standards.
- Significantly contributed to the creation of a mobile game inspired by Tetris, actively shaping gameplay design, implementing logic, and ensuring seamless mobile compatibility.

SKILLS & PROFICIENCIES

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|----------|----------------------|------------------------|---------------------------|
| • C# | • Unity | • Microsoft Office | • Agile Methodologies |
| • C++ | • Unreal Engine | • JIRA | • Problem-Solving |
| • Python | • GitHub | • Adobe Creative Suite | • Leadership |
| • Swift | • Visual Studio Code | • Google Workspace | • UI/UX Design Principles |

PROJECTS

StarQuest

Action Adventure Mobile game, developed within Unity. Find out more at [StarquestGame.com](https://starquestgame.com)

Clean Slate

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](#))

Space Odyssey

Developed Space Odyssey, a Unity-based slot machine game featuring randomized payout logic and animated UI elements, improving Unity scripting skills. Find out more at my portfolio.

EDUCATION

triOS College Business Technology Healthcare

Associate's Degree in Game Development

Graduated with honors from a rigorous two-year program, developing expertise in game design, programming, and full-cycle game development. Gained hands-on experience with industry-standard tools and engines.

Relevant Coursework:

- *Game Development & AI (Pathfinding, Decision Trees, Machine Learning in Games),*
- *Unity 2D & 3D Development,*
- *Mobile Development (iOS & Android Game Deployment, Swift, Kotlin),*
- *Unreal Engine 4 (Blueprint Scripting, Environment Design, Optimization)*

For more information or Work Samples. Visit my portfolio: <https://shiftay.github.io/>