Tommy Roberts

Game Designer

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Technical Skills

Unity

Github

C#, C++, Java, Python

Gimp, Photoshop, Blender

Key Skills

- Game Design: Proficient in designing game mechanics, creating game prototypes, and developing engaging gameplay experiences.
- Game Engines: Familiar with Unity, including level design and scripting.
- Coding: Strong knowledge of programming languages (C#, C++, Java, Python) for game development and object oriented programming.
- User Experience (UX): Understanding of user-centered design principles to enhance player experience.
- Problem Solving: Strong analytical and critical thinking skills to address design challenges.
- Team Collaboration: Effective communication, collaboration, and leadership in multidisciplinary game development teams.

Objective

Enthusiastic and creative game designer, seeking an internship opportunity to gain hands-on experience in the game development industry. My fascination with emerging technologies and my commitment to staying up-to-date with industry trends make me eager to contribute to cutting-edge game development projects. Hopeful learn better programming practices, and contribute interesting ideas.

Projects

Hangry Eve - 2D Platformer, Rogue-Lite, RPG

- My first game jam submission, done in one week, all independently.
- Learned what its like to quickly prototype, and then try to polish a game.

Rebel's Rollout - 3D Platformer, Momentum-Based

- My first full 3D game. Worked on a team of 7 other as a programmer.
- Main work consisted of the environmental mechanics, and the players rotation.

Depths of Dead - 2D Top-down, Rogue-Like, Dungeon Crawler

- My first attempt at creating a 2D top-down, rogue-like. Worked with a team of 4 as our only programmer.
- I created top-down enemy bullet patterns using math, an upgrade system per room cleared, and a randomly generated level path each play-through.

Professional Experience

Pool Manager
Park Ridge Park District | December 2017 - Present

- Trained and supervised a staff of over 150 lifeguards during the summer season.
- Created and maintained an accurate pool schedule.
- Assisted in the development and implementation of pool programming and special events.
- Ensured the smooth and efficient operation of the pool, including maintenance of safety standards, facility cleanliness, and customer service.

Front of House Server
Dac's Smokehouse | October 2022 - February 2023

- Provided customers with menus and answered questions about menu items.
- Took orders for food and beverages and delivered orders to guests in a timely manner.
- Processed cash and credit card payments.

Package Handler
Fedex | December 2021 - January 2022

- Loaded and unloaded packages weighing up to 200lbs with speed and accuracy.

Education

Bradley University, Peoria, IL - Expected Graduation: May 2025

- B.S. Game Design
- Minor Computer Science & Information Systems