Robert Wild

wildrobertg@gmail.com

Motivated gameplay and game engine programmer with a passion for unconventional games and experimental media. Check out a selection of personal game development projects at wildrobert.com.

Technical Skills

Programming Languages: C, C++, C#, Python, JavaScript, HTML, CSS, Swift; Exposure to SQL
Software Development: Unity3D, Perforce, Git, Bullet Physics, Granny 3D, Xbox GDK, PS4, Switch, Imgui
Extra: Gimp, Photoshop, Audacity; Exposure to Wwise, Maya, Blender

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Work Experience

2017-09 - Present
Programmer at Velan Studios

- Shipped Knockout City and Mario Kart Live: Home Circuit
- Built key components of the Viper engine, a proprietary engine with first class support for rollback networking; Engine work involved ensuring deterministic behavior of many systems across rollback
- Integrated the Granny 3D animation framework into the Viper engine and created complementary animation tools and scripting API
- Helped integrate Bullet Physics into the Viper engine

2015-02 - 2017-05
Programmer and Research Assistant at RPI's Perception and Action Lab

NSF funded project – The Visual Guidance of Locomotion Over Complex Terrain

- Designed and conducted a human gait experiment
- Developed software for experimentation using Vicon motion capture system and Vizard Virtual Reality Software Toolkit

Naval Office funded project

- Designed and developed a cognitive modelling project in MATLAB
- Applied reinforcement learning techniques

2014-08 - 2014-12
Undergraduate Teaching Assistant

- Tutored students in an introductory computer science course

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Education

2017-05
Rensselaer Polytechnic Institute (RPI)

B.S. in Computer Science and Cognitive Science, Summa Cum Laude (GPA 3.9)

2016
University of Groningen (RUG)

Semester exchange, Artificial Intelligence degree program