Tommy Roberts

Unity Game Developer

https://www.linkedin.com/in/-tommy-roberts/

tommyrobertsms@gmail.com

(224)- 244 - 2609

https://troberts2.github.io

Technical Skills

Unity, Github, Git, Version Control, C#, C++, Java, Jira, Gimp, Photoshop, Blender, Game Prototyping, Game Engines, Object Oriented Programming, Software Engineering, Data Structures, Linear Algebra

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 to user-centered design principles 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. I would love to say I helped design a core system in a game produced by a professional team.

Projects - (all of which can be played on my website linked on the left)

Cheese Chase - 1 month, March 2024

- Created a system to procedurally generate terrain endlessly with obstacles and hazards.
- Created the grapple/slingshot system, and polished the game with a few visual effects.

Hangry Eve - 1 week, December 2023

- 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.

R & R & R - 1 month, April 2024

- I created this project with the prompt of climate change. The game turned into something that was both fun and educating.
- I created most of the logic for the recycling decision making for each object and some of the effects for the game.

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