Tommy Roberts - Unity Developer

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TECHNICAL SKILLS

Proficient: Unity (2D/3D, Mobile, XR/AR), C#, Animator, Shader Graph, Lighting, UX/UI, Git
Experienced With: Object-Oriented Programming (OOP), Linear Algebra, .NET, C++, Java, Jira, Blender, GIMP, Agile Development, Code Reviews
Familiar: Multiplayer Systems, Networking (Photon), Procedural Animation, Unity Animation Rigging

PROFESSIONAL EXPERIENCE

Shrouded Depths – Unity 3D Horror Game
Programmer | Aug 2024 – May 2025 (8 months)
- Collaborated on a 30-person team across multiple disciplines
- Identified and fixed multiple critical Git merge conflicts
- Developed procedural tentacle monster behavior using Unity's Animation Rigging
- Supported the level design team with gameplay integration and performance tuning

Aliens Aboard – Unity 2D Game Jam
Lead Developer | Feb 2025 (48 hours)
- Designed and implemented core gameplay for an infinite runner with interactive minigames
- Utilized tweening and animation principles to enhance UX/UI responsiveness and feedback

R & R & R - Unity 3D Edutainment Prototype
Lead Programmer | Apr 2024 (1 month)
- Designed and implemented a complex state machine for teaching recycling to the player
- Implemented VFX using Unity's particle system and shader graph.

Carp Souls – Unity 3D Action Game
Lead Programmer | Mar 2024 (1 month)
- Rigged and animated 3D models to create immersive and believable combat sequences
- Developed a modular bullet pattern system for enemy attacks

Cheese Chase - Unity 3D Infinite Runner Prototype
Lead Programmer | Mar 2024 (1 month)
- Created an endless procedural terrain generator to extend game playtime
- Built a physics-based grapple/slingshot system and implemented particle effects for polish

Devil Defier - Unity 2D Retro Arcade Game
Sole Developer | Nov 2024 (1 week)
- Executed full development cycle solo, from planning to polish using SDLC principles
- Developed custom shaders and visual effects to evoke an authentic 1980s arcade aesthetic

EDUCATION

Bradley University   **May 2025**
B.S. Game Design, Minor Computer Science & Information Systems   *Peoria,IL*