Rob Drury

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SKILLS

- Programming complex systems and architectures
- Experience leading conversations across teams and across disciplines.
- Experience managing projects and teams.
- Solving technical challenges by employing a clear knowledge of 3D math.
- Quickly and effectively delivering on prototypes and tasks in order to promote fast iteration

PROGRAMMING LANGUAGES

- Proficient: Lua, C#, C++, XML, JSON
- Familiar: C, Objective-C, Swift, 65816 Assembly

RELEVANT KNOWLEDGE

- AI Programming
- Applied 3D Math
- Game Physics
- Game Networking
- Game Engine Architecture

FRAMEWORKS & TOOLS

- Unity 3D & 2D
- Custom C++ Game Engine
- Familiarity with Lua C++ integration
- Behavior Trees, G.O.A.P. State Machines
- Wwise for Unity
- Microsoft Visual Studio
- Microsoft Kinect SDK
- TFS / GIT / SVN

EXPERIENCE

Game Developer, Klei Entertainment

Vancouver, BC - May 2022 - June 2023

- Gameplay feature implementation and design
- System design and improvement.
- Delivered several content updates for existing titles
- Prototyped key features on an unannounced project
- Projects
    - Oxygen Not Included - PC - 2022
    - Unannounced Project - 2023

Software Engineer II, Microsoft

Redmond, WA - January 2016 - April 2022

- Developed for Hololens, Windows MR, and Vive
- Owned and delivered on Behavioral AI Systems
- Worked seamlessly with all disciplines
- Proffered Design input & feedback
- Complete Projects
    - Actiongram - Developer - Hololens - 2016
    - Project I.V.A.S. - AI Engineer - Hololens - 2020

EDUCATION

Champlain College, Burlington VT

Game Programming
Bachelors of Science, 2013
Completed Projects

- Magnosphere - Lead Student Programmer
    - First prise winner - Gamefest 2013

Activities

- Volunteer for Kids in Technology Science events
- Champlain College Game Jam