Robert W. Spessard III

30521 Hunky Dory Lane   spess21@gmail.com
Trabuco Canyon, CA 92679   www.robertspessard.com
678-612-4264

Software engineer with 4 years of professional industry experience in multiple areas of digital media.
Interested in programming roles to help create fulfilling and unique game experiences.

WORK EXPERIENCE:

Inhance Digital   Los Angeles, California   October 2015 – Current Position
Unity Developer
- Developer of games and interactive applications utilizing Unity as well as other development platforms such as Unreal, WPF, and proprietary in house technology
- Primary engineer for a touch enabled, 160-inch, multi-panel interactive application for Audi displayed at the 2015 LA Auto Show

Kaneva LLC   Atlanta, Georgia   March 2013 – October 2015
Software Engineer
- Part of the Game Development team which created a framework consisting of creator tools, systems and gameplay features that allowed players to make their own games as well as play other games made by Kaneva users in an MMOG environment
- Responsible for most of the player and creator facing UI elements including a dynamic and multi-use game item editor that is used to edit and create all game items used for the framework.

Eyes Wide Games   Atlanta, Georgia   Feb 2012 – March 2013
Software Engineer
- Developer of social games distributed on the Facebook Apps platform
- Responsible for development in almost all major features of gameplay, user interface, systems and interaction for *The Walking Dead Social Game*
- Credited Games:
  - **The Walking Dead Social Game** (1,000,000+ monthly active users)
  - **Storage Wars: The Game** (100,000+ monthly active users)

nVis 360   Atlanta, Georgia   Aug 2011 – Feb 2012
Visualization Programmer
- Responsible for composition and creation of web-based, desktop, and portable device applications for immersive real-time visualization scenarios using the Unity 3D game engine.

Cartoon Network Interactive   Atlanta, Georgia   Summer 2010
Intern
- Responsible for evaluating early game concepts for possible future game titles.
- Play tested and reviewed early builds of games for milestone approvals per the standards of Cartoon Network Interactive

EDUCATION:

Georgia Institute of Technology   Atlanta, Georgia
B.S. in Computational Media   Major GPA: 3.16   May 2011

SKILLS:

Proficient Languages: Lua, C#, Actionscript 3.0, Java

Familiar Languages: C, C++, HTML, CSS, PHP, Javascript, Jython, Smalltalk

Software and Platforms: Unity, Flash, Unreal Engine 4