

Bob Rost

Video Game Developer
Charlotte, NC

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Summary:

Highly skilled and diverse game designer and programmer, with 11 years professional game industry experience and several shipped titles. Currently available for part-time telecommuting work on a variety of platforms.

Work Experience:

Co-Founder

Mean Jellybean; Charlotte, NC; 2010-current

Implemented and co-designed a Flash game "Super Bride and Groom", e-commerce website, and in-game advertising platform. Leading technology design and implementation for current 2D game development on iOS and Xbox 360 Live Arcade.

Vice-President of Technology

Etcetera Edutainment; Pittsburgh, PA; 2005-2010

Defined company technical roadmap, created in-house game engine, contributed to game design, wrote and architected code, and led software development team to create safety training video games.

Independent Contractor

Pittsburgh, PA; 2004-2006

Developed video game education course material. Designed and implemented websites and backend databases for clients.

University Course Instructor

Carnegie Mellon University; Pittsburgh, PA; 2004

Designed and taught an undergraduate course on classic game development, based on a previous personal research project. Students made original games for the Nintendo Entertainment System using a programming language and development tools I created.

Programmer

Electronic Arts; Redwood City, CA; 2003

Implemented analysis Perl scripts and created website artwork and designs for the massively multiplayer space exploration game "Earth and Beyond".

Programmer

Ritual Entertainment; Dallas, TX; 2002

Implemented user interfaces and maintained level design tools for PC games "Lord of the Rings: The Two Towers" and "Star Trek: Elite Force 2", using the id Tech 3 game engine.

Video Producer

GodGames / SubstanceTV; Austin, TX; 2000-2001

Edited and produced video, composed music, and created other multimedia content for video game publisher GodGames (Gathering of Developers) before and during its transition to DVD magazine publisher SubstanceTV. Tested games before release.

Technical Skills:

Programming Languages:

C++, Objective-C, C#, ActionScript, Javascript, PHP, HTML, SQL, Python, Lisp/Scheme, 6502 Assembly

Development Platforms:

Flash, iOS, Mac OSX, Xbox 360, Windows, Apache / MySQL, Haiku, NES

Creative Skills:

Game design, Website design, Image editing, Audio recording / editing / programming, Music composition / performance, Video editing, Comic illustration, Copy editing

Spoken Languages:

English (native), Spanish, Japanese

Education:

Carnegie Mellon University

Pittsburgh, PA; 1998-2004

Earned Masters of Entertainment Technology (MET) degree at the Entertainment Technology Center (ETC).
Earned Bachelor of Science in Computer Science degree, with minor in music and bagpipe performance.

Southern Methodist University

Dallas, TX; 1996-1997

Completed courses in Multivariable Calculus, Linear Algebra, Differential Equations, and Music History.

Shipped Titles and Products:

- *Super Bride and Groom* (Flash, iOS), Mean Jellybean, 2011
Retro style platformer game.
- *Safety Training Center* (Website), Etcetera Edutainment, 2010
Learning management system and statistics tracking site for safety training games.
- *Electrical Safety Sim: Low Voltage* (PC), Etcetera Edutainment, 2010
Electrical safety simulation game.
- *Virtual Forklift Operator* (PC), Etcetera Edutainment, 2009
Forklift safety simulation game.
- *CrowdPlay* (Mac), Etcetera Edutainment, 2008
Camera-controlled game platform for large audiences (up to 40,000 players).
- *Operation Spy* (Custom kiosks), Etcetera Edutainment, 2007
Interactive exhibit for International Spy Museum in Washington DC.
- *Alcoa SafeDock* (PC), Etcetera Edutainment, 2007
Loading dock safety simulation game
- *Crucible Game Engine* (PC, Mac), Etcetera Edutainment, 2004-2010
General purpose game engine used for 2D and 3D games.
- *Earth and Beyond* (PC), Electronic Arts, 2003
Massively multiplayer online space exploration game.
- *Star Trek: Elite Force 2* (PC), Ritual Entertainment, 2003
First person shooter set in the Star Trek universe.