

Bob Rost

Video Game Developer
Seattle, WA

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Summary:

Highly skilled senior software engineer and designer, with 14 years professional game industry experience and multiple shipped titles.

Work Experience:

Software Development Engineer; Amazon.com; Seattle, WA; 2011-current

- Designed and wrote client and server systems for web, mobile, and television platforms.
- Led R&D efforts for software and hardware innovation.
- Invented and submitted 11 patent applications to USPTO.
- Designed multiple hardware and software features scheduled for upcoming Amazon devices.
- Co-designed and built studio website for Amazon Fire Phone launch.
- Created new hardware and software input mechanisms for multiple game projects (unannounced).
- Coordinated development efforts between game studio and other Amazon teams.

Co-Founder, Lead Engineer; Mean Jellybean; Charlotte, NC; 2010-2011

Implemented and co-designed game "Super Bride and Groom". Developed in-game advertising platform. Developed game technologies for Flash, iOS, and Xbox 360.

Vice-President of Technology; Etcetera Edutainment; Pittsburgh, PA; 2005-2010

Led and mentored software development team, and contributed to design, for 12 safety training games, entertainment titles, and interactive museum exhibits. Defined company technical roadmap. Created custom 2D and 3D game engine. Submitted 1 patent application to USPTO, for computer vision and audience interaction.

Independent Contractor; Pittsburgh, PA; 2004-2006

Built websites and backend databases for clients. Reviewed video game education course material as subject matter expert on international team.

Game Development Instructor; Carnegie Mellon University; Pittsburgh, PA; 2004

Designed and taught undergraduate course in classic NES game development, based on a previous personal research project. Created language, compiler, and other development tools to support approximately 50 students.

Game Tools Programmer; Electronic Arts; Redwood City, CA; 2003

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

Game UI Programmer; Ritual Entertainment; Dallas, TX; 2002

Wrote UI frameworks 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.

Patents:

12 Patent applications filed with USPTO, covering:

- interactive video
- computer hardware
- human computer interaction
- distributed computing
- procedural content, and
- wearable electronics.

Technical Skills:

Programming Languages:

C++, Objective-C, C#, ActionScript, Java, JavaScript, Cg, PHP, HTML, CSS, SQL, Python, Lisp, 6502

Development Platforms:

Flash, iOS, Android, Unity, Mac OSX, Xbox 360, Windows, Linux, Apache / MySQL / PHP, Haiku, NES

Creative Skills:

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

Spoken Languages:

English (native), Spanish (intermediate), Japanese (basic)

Education:

Carnegie Mellon University; Pittsburgh, PA

Masters in Entertainment Technology (MET).

Bachelor of Science (BS) in Computer Science.

Minor in bagpipe performance.

Led research project in NES game development.

Undergraduate and masters projects in virtual reality and realtime motion capture.

Southern Methodist University; Dallas, TX

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

Shipped Titles:

Contributed to more than 20 shipped titles and products.

Full portfolio listing available online at <http://bobrost.com/portfolio>