
Rob Elam

SOFTWARE DEVELOPER

1734 Yale Ave, Burley, Idaho 83318

Cell: (850) 234-6295, Email: robert@goelam.com

SUMMARY

Accomplished, dedicated, and disciplined programmer and designer with success working with teams of any size. Loves developing new systems and solving challenging problems in all areas, including physics, rendering, UI, networking, character animation, VFX, audio, virtual reality, and AI. Excellent interpersonal skills, willing and able to lead and mentor, as well as having the tenacity, experience, and creativity to work alone.

SKILLS

Languages: C#, C++, PHP, Python, BASIC, HTML, SQL, JavaScript/Java, XML, ActionScript, and CSS

Software: Unity3d, Visual Studio, Adobe Photoshop/Premiere, 3DS Max, Perforce, Unity DevOps,

EXPERIENCE

Full Swing Golf, San Diego, CA - *Senior Unity Developer*

2019 - 2024

- Worked with a small team to bring an external Unity3d project in-house, and was instrumental in the project's growth and success.
- Implemented numerous core technologies, and completed the most challenging tasks presented to the project.
- Optimized codebase in various ways, effectively doubling the performance of the application, as well as stabilizing framerate.
- Created valuable design tools and debugging features, resulting in significant time savings for other team members.

Mindwalker Games, San Diego, CA - *Lead Developer*

2015 - 2019

- Developed **Sentinels** and **Onslaught VR** in Unity game engine.
- Implemented many custom tools for improving development speed, as well as ensuring a flexible, largely non-destructive workflow for level creation.
- Created numerous sub-systems, including physics driven air and ground vehicles, projectile system, VFX system, dynamic music, serialization, and Steam integrations.

Sony Online Entertainment, San Diego, CA - *Senior Programmer*

2011 - 2015

- Worked with large teams to develop and maintain multiple complex in-house developed systems.
- Developed solutions to complex problems, and personally envisioned and implemented a core physics/networking architecture focusing on scalability. This culminated in multiple world-records for 'Most players in an online FPS battle' for **Planetside 2**. These improvements were also present in **H1Z1**.
- Contributed to multiple performance optimization efforts.
- Developed external data management tools to improve design speed.

Diversions Entertainment, Panama City, FL - *Owner/Developer*

1994 - 2011

- Sole developer of **One Must Fall: 2097**, a Gamespy Hall of Fame award winning game, published by Epic Games.
- Designed and developed a proprietary 3D engine used in **One Must Fall: Battlegrounds**. As an ambitious, large-scale multiplayer fighting game, this required many creative technological solutions as there were no comparable games of this type at the time.
- Created a motion capture system from relatively low cost components, used for all character animations in **One Must Fall: Battlegrounds**.
- Led and mentored employees and general project management.