

ROB LUCKFIELD

Austin, Tx · (201) 953-3701

rluck0419@gmail.com · github.com/rluck0419 · robluckfield.com

EXPERIENCE

JULY '17 - PRESENT

PRODUCER & ENGINEER, CLOUDYSHARK STUDIOS

Led development on 4 titles for pc and mobile with 2 international releases. Managed team & production of each title, delivered on all milestones, and collaborated with publishers and investors.

Designed and engineered new features and systems in FPS, MMORPG, and casual games. Implemented features and tools from design through QA, primarily in Unity for 3D gameplay, UI, and Audio.

DEC '16 - JULY '17

QA MANAGER, CLOUDYSHARK STUDIOS

Led QA in testing new features, tracking issues, and implementing solutions on two mobile titles. Managed QA testers internally and via outsourced testing throughout development and live-ops.

DEC '15 - MAY '16

QA TESTER, POLE TO WIN INTERNATIONAL

Planned & executed testing for more than 10 mobile & console titles. Detailed & tracked issues across development.

EDUCATION

SUMMER 2016

CERTIFICATE IN BACKEND ENGINEERING, THE IRON YARD

Honed skills in web development and project management in an immersive 3-month bootcamp.

SPRING 2015

BA IN PHILOSOPHY, UNIVERSITY OF TEXAS AT AUSTIN

Certificates in Game Development & Design, Digital Arts & Media, Digital Audio Composition & Production and Germanic Studies. Led design & development of 2 Unity titles in Capstone coursework. Completed graduate-level coursework in audio engineering.

SKILLS

- Project Management
- Team Leadership
- Game Development & Tools - Unity C#
- Backend & Server Tools - .NET, Azure, AWS
- Version Control - Git, Perforce
- Agile & Waterfall Development
- Feature Tracking - JIRA, Confluence, Trello
- Scrum Certification Level 2

