David Robitaille

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Experience

Game Designer: Systems   **July 2021 - Present**
Rockstar Games San Diego
- Engineered systems and tools to facilitate the creation of game content for members of the design team

Software Engineer Intern   **March - June 2021**
Iron Galaxy Studios
- Developed the services responsible for driving the progression systems in *Rumbleverse* using Unreal and C++
- Refactored the existing challenge system to facilitate the workflow for adding new challenges to the game
- Implemented tools for the programming team to verify that challenge data is correctly uploaded and downloaded from the game's backend platform

Associate Software Development Engineer   **June 2020 - Feb. 2021**
Gamebreaking Studios
- Collaborated with Survios as part of an outsource team to develop a series of "training minigames" in Unreal for *Big Rumble Boxing: Creed Champions*
- Redesigned and implemented the level selection system for a mobile Match-2 game to increase the longevity of the game's difficulty curve
- Streamlined the process of creating and testing levels by developing tools for designers

Programmer   **March 2019 - June 2020**
Games for Entertainment and Learning Lab, Michigan State University
- Designed and developed a dual-utility AI for computer-controlled players in *Plunder Panic*, an award winning multiplayer action game that launched on all platforms in September 2022
- Implemented a "Kung-Fu Circle" attack system for the AI in *Whipslash*, a VR action game that became a finalist at the 2020 Intel University Game Showcase
- Traveled to Uganda to launch *Brain Powered Games*, a series of brain-training mini-games used in a research study that aimed to cognitively rehabilitate children with brain damage

Teaching Assistant (TA)   **August - Dec. 2019**
Advanced Game Development course, Michigan State University
- Instructed 20+ students on advanced game programming topics including Gang of Four design patterns, AI, procedural generation, linear algebra, Entity Component Systems, and data-oriented design

Education

Michigan State University   **Dec. 2020**
3.9/4.0 GPA, Honors College
- BA in Media and Information, Specialization in Game & Interactive Media Design
- Minor in Computer Science, Minor in Game Design and Development

Skills
- C#, C++, C, Python
- Unity Engine, Unreal Engine
- Object-oriented design, data structures and algorithms, 3D math, UML

Interests
Design patterns, Software architecture, Artificial Intelligence, Tools, Networking, Procedural Content Generation