

Robert Christensen

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::Profile

Passionate C#, C++, and Java game programmer with 9+ years experience developing games/mods as a student/hobbyist. Primarily systems and modularity focused, with a broad comfort range including low-level engine work, tools, gameplay/UX, and AI. Always keeping teammates' needs and quality of life in mind.

::Skills

Strong in: C#, Unity, C++, Git, Java, Events/Hooks. Adept at breaking down features and futureproofing.

Some experience with: C, Python, GLSL, Winsock, UML, SVN, Jenkins

::Education

Bachelor's in Game Programming

Graduating May 2023 – Champlain College, Burlington, VT

Prototyped 12+ projects with small interdisciplinary teams, with development times ranging from 4 weeks to 2 semesters. Primarily used Unity or C++, with some SDL, Unreal, Java, and C.

::Projects

SpudLiminal – Team of 12, 26 weeks

Lead programmer for a physics-based puzzler with exploration elements. Built basic movement, camera system, ballistic arc visualizer. Created achievement and dialogue authoring tools, analytics tools, and build server. Collaborated with other programmers on squish and grab abilities.

Black White Red – Team of 8, 12 weeks

Network and UI programmer for an action PvP FPS. Built rollback from scratch to support smooth player movement, hit detection, and host-authoritative anticheat. Also worked on kill feed and match state.

Lanternbound – Team of 5, 2.5 weeks

Solo programmer for a survival horror tower defense. Built systems and gameplay including a callback-based interaction system, gridded building, combat system, and both turret and enemy AI.

Adv. Seminar in Game AI – Individual Class Project

Developed a component-based context map steering framework. Implemented obstacle avoidance and flocking agents. Created a system for fully-unsupervised tuning based on reinforcement learning.

Game Physics – Individual Class Project

Developed a multithreaded data-oriented physics engine in Unity. Used ECS for rigid-body kinematics and Jobs for collision response.

Game Architecture – Individual Class Project

Developed a game framework in C++. Used RAII for dynamic module management, asset streaming, and dependency resolution. Created an input system posting both to callbacks and an event bus.