



Rob Merrick
Sacramento, CA | he/him
Senior Software Engineer

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I am a full-stack senior software engineer with 10+ years of professional experience designing and implementing robust, scalable, and performant solutions in close collaboration with other disciplines. I'm a self-motivated, self-directed individual with a proven ability to complete work on all phases of application development and ensure that multiple solutions fit together. I follow and contribute to the technical direction and standards for the team, and I demonstrate positive leadership with an approachable and helpful team member attitude. Additionally, I'm an active participant in fostering a welcoming, inclusive and diverse workplace.

Hard Skills | Unity 3D, C#, JavaScript, HTML, CSS, Codepen.io, Jira, SQL Server, Agile/Scrum, Linq, Razor, SourceTree, Object-Oriented Design, Data Structures and Algorithms, 3D Math, Linear Algebra
Experienced | React, Canvas, git, Node.js, jQuery, C/C++, Assembly, svn, Jenkins

Falling State | Short-Term Contract Gameplay Engineer

January 2024 - Present

Draper, UT - Remote | Unity 3D, C#

Contracting for a small startup company to polish up a demo game for an upcoming launch in mid January. Creating sound effects, implementing visual effects for a better FTUE, tuning boss battles. The trailer for Earl vs The Mutants can be viewed on the company website at fallingstate.com.

Artie | Senior Software Engineer - Gameplay

February 2023 - January 2024

Los Angeles, CA - Remote | Unity 3D, C#, WebGL, itch.io, git

Created an app-less WebGL, browser based game engine that can load games on the fly without requiring a download on mobile devices. Used Unity to create the front-end builds. Trouble-shot difficult bugs that were unique to iOS that would cause hard crashes after several minutes of playing. Pitched several game ideas to the company, including Aaron's Airrun Adventure, a wingsuit racing game that utilizes mobile device motion controls and online multiplayer. Led a small team to create the game prototype in a one week game jam session. My prototype became the next game title that Artie would work on after a company-wide vote. The prototype is playable now on PC or mobile devices at artiegamejam.itch.io.

Exploding Kittens | Senior Software Engineer - Gameplay **January 2022 - January 2023**

Sacramento, CA - Remote | Unity, C#, React, Single Page Web Development, HTML, CSS, JavaScript, Codepen.io, git

Led a small, remote team to develop an unannounced digital party game series through rapid iteration and prototyping. Developed several viable prototypes and a complete vertical slice within a three month period. Created Unity tools/scenes for the art team so they could quickly create content that seamlessly integrated into the projects. Pioneered the development of the single-page full screen, responsive web pages in React. Fully owned and delivered a digital version of the card game Mantis within a one week period. Mentored junior engineers about data structures, design patterns, and other software engineering techniques. Performed the duties of a technical artist, a dev-ops engineer through builds and deploys, and a full stack game engineer. Explored Unreal Engine 5.

WildWorks | Gameplay Engineer**March 2020 - March 2021****Draper, UT - Remote** | *Unity 3D, C#, Java, Node.js, svn, FMOD Studio*

Joined the team working on an MMO called Feral. Balanced the difficulty of existing games and puzzles to maximize enjoyment. Co-ordinated with designers to implement a new physics-based gliding and updraft system that I prototyped as part of an innovation day contest. Created the integration testing framework that is in use by the QA team to write integration tests. Assisted in the optimization process to launch on mobile. Engaged with the player base, including a Letsplay livestream with the community manager.

Gamehog Studio LLC | Founder**April 2019 - Present****Sacramento, CA** | *iOS, Android, Unity, C#, App Store, Play Store, XCode, git*

Founded a small mobile app development company formerly known as 43rd Digital. Launched two apps on Android and iOS — a utility app called Baby's First 100 Foods and 10 Minute Sudoku. When launched, Baby's First 100 Foods reached top 25 in the App Store in the first week for the food and drink category. 10 Minute Sudoku features a complex logic puzzle solver used to generate new puzzles of a given difficulty on the fly. Participated in several game jams, one of which was created within ten days which featured a pixel perfect remake of an old Atari game. In 2020, 43rd Digital rebranded as Gamehog studio with a focus on game development as opposed to strictly mobile app development.

Melaleuca | Software Engineer**March 2017 - April 2019****Idaho Falls, ID** | *ASP.net, C#, SQL Server, Razor, git*

Coordinated with business owners to create the new features for customers visiting the online store. Maintained internal software used by the store clerks to process local sales. Trained interns and entry-level engineers on company techniques and general programming practices.

Governet | Software Developer**June 2015 - March 2017****Idaho Falls, ID** | *ASP.net, C#, SQL Server*

Led a small team to refactor an old report generation service to reduce technical debt and make releases run faster and smoother. Trained interns and entry-level engineers. Worked with senior engineers to restructure core parts of the SaaS system to further reduce technical debt and implement new business features. Governet rebranded to CurrIQunet in 2017.

ISU Rise Complex | Student Researcher**January 2014 - May 2015****Pocatello, ID** | *Java, JavaFX, svn*

Created a professional UI for the nuclear engineering team to process the study of neutron emission output unfolding. Needed to ensure that for a given input data, an exact match of output data (both in the GUI and text output) matched a predefined solution.

Education | B.S. in Computer Science with Mathematics Minor, Idaho State University 2015**Hobbies** | Over 20 years of hobby game development, VR Development, Music Composition, Sound Design, Filmmaking, Gaming, Chess, Science and Math Deepdives