

ROBERT KASPER

SENIOR UNITY ENGINEER 📍 PITTSBURGH, UNITED STATES ☎ 412-253-3783

◦ DETAILS ◦

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◦ LINKS ◦

[Portfolio](#)

◦ TECHNICAL SKILLS ◦

C#

Unity

VR/AR

DOTS/ECS

UI Development

Multiplayer Games

Photon

3D Mathematics

System Design

Plastic SCM

Jenkins

JIRA

Git



PROFILE



Senior Unity Engineer with 7 years of experience taking games from preproduction to release on Android, iOS, Quest 2, Switch, Playstation, PSVR, Xbox, Windows, and Mac.



EMPLOYMENT HISTORY



Senior Game Engineer at Ghostpunch Games

January 2023 — Present

Project: *Pro Era 2 VR* (contracted to Status Pro)

- Overhauled legacy data model for football plays and formations to support JSON serialization and loosely couple data objects
- Led implementation of automated testing in Jenkins CI, ensuring code reliability
- Optimized performance to improve user experience and pass Sony & Meta TRCs



Senior Unity Engineer at UX Magicians

June 2022 — October 2022

Project: *Athletic Performance Analysis for an NBA Team*

- Built a user interface for an AI joint detection system allowing athletic trainers to identify issues in athletes' movement patterns
- Wrote an iOS plugin using Objective-C and AVFoundation to allow users to preprocess video files directly in-app on iPad



Lead Gameplay Engineer at Digital Arc Systems

February 2020 — June 2022

Project 1: *Competitive 5v5v5 First-Person Shooter*

- Led a remote team of 10 to coordinate technical and creative work in Scrum
- Developed and tested core multiplayer gameplay systems in a Server-Authoritative architecture to prevent cheating using Photon Quantum
- Led the team in switching version control software from GitHub to Plastic SCM to better handle large files
- Administrated VCS, integrating both JIRA and Unity Cloud Build into Plastic SCM to streamline the team's workflow

Project 2: *Space Ship Building Tool*

- Rapidly prototyped features for a Kickstarter predicted to raise \$500k
- Developed and tested CADD-like tools matching precise specifications
- Wrote optimized code to support large and complex ship layouts

Other:

- Created an in-house Unity framework saving development time
- Mentored five junior developers remotely and in-person on best practices and system design within Unity & C#



Game Developer at Digital Arc Systems

June 2017 — January 2020

Developed and published two mobile turn-based multiplayer games using Photon PUN



EDUCATION



Computer Science B.S. Program, University of Rochester

2016 — 2018