

# ROBERT KASPER

SENIOR UNITY ENGINEER • PITTSBURGH, UNITED STATES • 412-253-3783

## ◦ DETAILS ◦

Pittsburgh  
United States  
412-253-3783

[RobertHKasper@gmail.com](mailto:RobertHKasper@gmail.com)

## ◦ 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