

# JUSTIN RODERMAN

## SENIOR GAME ENGINEER

[jcroderman@gmail.com](mailto:jcroderman@gmail.com) - <http://justinroderman.com>

## SKILLS

### Languages

Proficient: C++, Java, C#, Javascript  
Advanced: Python, Typescript  
Intermediate: Bash, GLSL

### Skills & Frameworks

Unity, Git, Cocos2d-x, Cerberus, Spring Boot, Xcode, Android, React, REST & GraphQL, TeamCity, GIMP, HTML & CSS, MongoDB, SQL

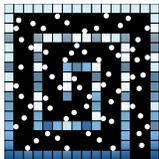
## PRIMARY EXPERIENCE

### PeopleFun | San Francisco, CA

*Senior Mobile Game Engineer Nov 2021 - Present*



- ❖ **WordScapes** (Cerberus [Monkey/C++/Java]) - Team Engineer - Feb 2023 - Present
  - Developed variety of new features in a legacy codebase
  - Collaborated with designers and art to revamp different aspects of the UI
  - Took ownership of crash reporting system & produced weekly reports on stability
  - Wrote native iOS and Android code to supplement features written in the engine



- ❖ **Bricks n Balls** (Cocos2d-x [C++] / Unity [C#]) - Lead Engineer - Nov 2021 - Feb 2023
  - Led development of large-scale new features that revitalized the game
  - Created intensive design documents to lay out implementation plans for features
  - Produced extensive documentation of an acquired multilingual codebase
  - Developed new features utilizing client-side and server-side logic

### RiskIQ / Microsoft | San Francisco, CA

*Full Stack Engineer Aug 2020 - Oct 2021*

- ❖ Established an internal attack surface creation tool that increased productivity tenfold
- ❖ Developed various frontend and backend application features used by thousands of customers
- ❖ Participated in on-call response teams focused on service resiliency
- ❖ Constructed thorough tests on both frontend and backend features

Additional work experience can be found on LinkedIn - <https://www.linkedin.com/in/justin-roderman/>

## NOTABLE PROJECTS

*Dino Soar - 2023 DinoJam3 - Unity*

- ❖ Won 3rd place overall

*Laser Leche - 2023 Lowrez Jam - Unity*

*Sea Crit Admirer - 2022 PeopleFun Jam - Unity*

*Picross - 2021 - HTML & Javascript*

*Voyage of the Infinity - 2020 - Phaser.io*

*Adscapes - 2023 PeopleFun Jam - Unity*

- ❖ Won Most Innovative award

*Tick Tick Za! - 2022 Ludum Dare 51 - Unity*

*Lost & Return - 2021 Global Game Jam - Unity*

*Cannoneer - 2018 KU Film & Media - Unity*

- ❖ Won Best New Media award

## EDUCATION

### University of Kansas - School of Engineering

**2016 - 2020** Major - Computer Science - Minor - Film & Media Studies

Graduated with **Distinction** and **Honors** - GPA: 3.99

References available upon request - Game and code samples available on my portfolio - <http://justinroderman.com>