Robert “Bobby” L. Steele

# Summary

* 12 years in the video game industry (often wearing multiple hats)
* 10 in development, 9 in production, 3 in design, 3 in programming
* 4 years of teaching video game technology
* Experience as a Producer, Game Designer, Scripter, Tester, and Programmer
* Proficient with C++/C#
* Designed or Co-Designed 2 titles starting at the concept stage
  + City Builder (released on Wii) and Leisure Suit Larry: Pocket Party (unreleased, N-Gage)
* Developed and Self-Published iOS title using App Game Kit (C++ version)
* Familiarity with Unity 3D and Unreal while working on various projects
  + Current Side Project: RPG for Unreal 5

## Professional Expertise

|  |  |
| --- | --- |
| Higher Echelon | Huntsville, AL (Remote) |
| **Producer, Jul 2023 to Current** Designed and Produced an iOS/iPadOS Baseball Training/Computer Vision app using UnityProduced and a VR serious game involving the medical field using UnityWorked on level design for an internal VR Frameworks projectUsed blueprints and level editor to get what I needed without any programmers on the project and being unable to do any C++ coding due to my work machine being a MacBook Pro | | | |
| Rocket Fuel Technologies | Gunter, TX |
| **Founder, Lead Programmer (C++/C#), Executive Producer, Feb 2012 to Currrent**  Developed and Self-Published *Double Pinochle* for iOS  #1 selling Pinochle game on iTunes  Developed and Self-Published Digital Embroidery Software, *Combine Design* for PC  Researched and reverse-engineered digital PES files in order to edit and save them  Started development on work-for-hire game, *Slash Chord,* for iOS  Started development on untitled RPG for PC using Unreal 5 | | | |
| BowsAndClothes.com | Gunter, TX |
| **Web Programmer (PHP, MySQL, JavaScript, JQuery, and WordPress), Feb 2011 to Sep 2015**  Created and maintained bowsandclothes.com | | | |
| Rasmussen College | Bloomington, MN (Remote) |
| **Instructor of Game Design and Game Programming, Jan 2014 to Jan 2017**  Taught classes on Game Development, Game Design, Multiplayer Programming, Physics, Game Engines, Node.js, and Jade/Pug  Created a new Basic Physics class | | | |
| California State University, Fresno | Fresno, CA |
| **Lecturer, Jan 2012 to May 2012**  Taught basic video game programming for mobile development | | | |
| ITT Tech | Omaha, NE |
| **Instructor of Game Design, Nov 2009 to Feb 2011**  Ran Game Design Club  Taught students courses on Level Design, Game Engines, and C++ Programming  Gave recommendations on improvements to curriculum as well as the Program itself | | | |
| Collision Studios | Los Angeles, CA |
| **Producer, Designer, C++ Programmer, Apr 2008 to Oct 2008**  Improved communication with all the Leads and Upper Management by starting one-on-one meetings, daily stand ups, and weekly leads meetings  Advised upper management on personnel matters including hiring and layoffs  Mentored an Associate Producer by delegating tasks that were appropriate for his experience level  Worked on *Brave: The Search for the Spirt Dancer*  Encouraged teamwork and cross-pollination by introducing milestone parties  Increased visibility and accountability by posting schedule and tasks on a common wall  Worked with Leads to create a project plan that allowed the team to produce the highest quality product  Worked on *City Builder*  Improved Concept Document that allowed for Publisher backing by taking confusing game mechanics and changing them to more mainstream ideas | | | |
| Artificial Studios | Gainesville, FL |
| **Executive Producer, Nov 2006 to Apr 2007** Worked on *Monster Madness: Battle for Suburbia* Improved communication with Publisher by having regular meetings with them  Hired and trained an entire test team that functioned better than our external test team  Localized game in French, German, Italian and Spanish | | | |
| SDI/KidDesigns | Rahway, NJ |
| **Producer, Nov 2005 to Apr 2006**  Gave Feedback to External Developers on Concept Doc and GDD  Approved or rejected milestones for payment  Recommended developers to upper management for upcoming projects | | | |
| Other Relevant Experience | | | |
| **TKO** **Dallas** | **Producer**/Designer/Scripter (Lua) | |
| **Atari**/**Paradigm** | **Associate** Prodcuer | |
| The 3DO Company | Associate ProducerDesigner/Scripter (ICE)Lead TesterContract Tester |
| Sierra/Yosemite Entertainment | Contract Tester |

## Education

B.S. Computer Science California State University-Fresno 2010

M.A. Game Management and Production University of Advancing Technology 2012

Unreal Engine 5 in C++ Udemy 2022