

ROBERT FIKER

Unreal / Unity Developer & Programmer

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RELEVANT PROJECTS

“Ride of Migration”, Unreal 5 Game Developer – Master’s Project

May 2022–Present | Unreal Engine 5, C++, GitLab

A 3D sci-fi FPS game (vertical slice): implemented game mechanics (turret shooting, opponent AI - behaviour trees, UI, movement, dialogue), combined Blueprints and C++ appropriately, integrated animations and assets.

“Fall of Angelia”, Unreal 4 Game Developer – Master’s Project

Sep–Dec 2021 | Unreal Engine 4, C++

A 2D platformer (vertical slice): developed the game’s prototype, implemented all mechanics (combat system, stealth system, enemy AI), integrated assets from artists, directed and mentored team members on game design & development, iterated based on feedback from playtests.

“Knockout”, C++ Game Programmer – Undergraduate Class

Jan–Apr 2021 | OpenGL, C++, NVIDIA PhysX, GitHub

Bumper car game & custom engine: programmed a renderer, an .obj importer, and a state machine AI, applied 3D math, helped integrate physics.

WORK EXPERIENCE

Departure Lounge, Lead Unity Dev – Master’s Industry Project

May 2022–Present, Canada | Unity 3D, XR Interaction Toolkit, C#, Perforce

VR game experience: implemented VR interactions & gameplay features (prop hand-off, animation sequencing, actor lines - voice detection), integrated animation and 3D assets, collaborated in a dynamic environment.

Realwheels Theatre, Unreal Dev & TD – Master’s Industry Project

Jan–Apr 2022, Canada | Unreal Engine 5, Perforce

UE5 custom VFX application: built a live custom-triggered visual effect pipeline, implemented a suite of VFX (plane transformations and Unreal materials), collaborated with a multidisciplinary team, lead the technical side.

University of Calgary, Research Assistant (Unity Development)

May–Aug 2021, Canada | Unity 3D, XR Interaction Toolkit, Photon, C#

VR robot research application: built the application prototype, designed & implemented specialized VR interactions (possessing a robot, recording animations from player movement), integrated networking (6 users).

Hotchkiss Brain Institute, Research Assistant (Software Development)

May 2019–Nov 2020, Canada | .NET WPF, C#, Python, GitHub

Windows application for gait analysis: built a set of scientific tools, co-authored a paper in the Journal of Neuroscience, released to the community.

ivy, Chief Technology Officer & Co-Founder

Jan 2018–Dec 2020, Canada | Android-Java, XCode-Swift, Firebase, GitHub

Phone app for students: built prototypes, lead development, set up database (~400 users), deployed to both app stores, maintained a large code base.

EDUCATION

Master of Digital Media; Centre for Digital Media (Sep 2021–Present)

Joint (SFU, UBC, BCIT, Emily Carr), industry-oriented, and interdisciplinary Master's Degree. My focus is software development, CGPA 4.20.

BSc. in Computer Science; University of Calgary (Sep 2016–Apr 2021)

Specialization in Human-Computer Interactions.

INTERESTS

Acting (and impersonating friends), philosophy & self-improvement, sports (bodybuilding, skiing, hiking).

COMPETENCIES

C++, C#, Python, Java, Swift, Unreal Engine 5 & 4, Unity 3D, Perforce, Git, GitHub, Visual Studio, OpenGL, .NET WPF, Firebase, Android Studio, XCode, DaVinci Resolve (basic), Blender (basic), Affinity Designer (basic).

OTHER SKILLS

Excellent communication skills (verbal, written), strong team collaboration, technical leadership, capable of exercising sound judgement when dealing with ambiguities.