

# 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, UI, movement, dialogue), combined Blueprints and C++ appropriately, integrated animations and assets, collaborated with artists and a writer.

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

Sep–Dec 2021 | Unreal Engine 4, C++

A 2D platformer (vertical slice): implemented all mechanics (combat system, stealth system, enemy AI, etc.), 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, a .obj importer, and a state machine AI, applied 3D math, helped integrate physics, collaborated with programmers.

## WORK EXPERIENCE

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

May–Aug 2022, 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, multidisciplinary 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 virtual production pipeline, implemented a suite of VFX (plane transformations and Material Editor), multidisciplinary collaboration.

### **University of Calgary, Research Assistant (Unity Development)**

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

VR research application in Human-Robot Interaction: built a 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 research 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 (and role in projects) was 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), sports (bodybuilding, skiing, hiking), and sci-fi stuff!

## 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 multidisciplinary team collaboration, sound judgement in ambiguity, learning-oriented mindset.