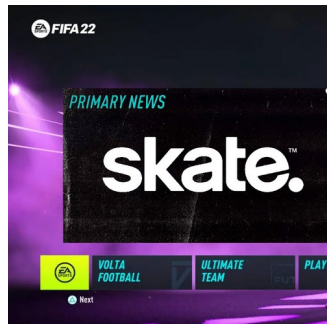# David Roberts

Creative Technologist & Software Engineer
778-875-7869 – d@ddr0.ca

Experience

Electronic Arts   2021-current | Burnaby, B.C.


Software Engineer II at EA. Initially with the FIFA Game Modes team, I worked on bootflow, the main menu, and our internal documentation. I am currently with the Skate. Tools team. I work on internal software for our artists, with a focus on procedural city generation. The work is centered around C++ with a number of other languages in daily use. I have written a lot of our team's internal documentation. Coordinating with other departments is a major part of the position.

Website: ea.com

### Kron Technologies   2018-2020 | Burnaby, B.C.
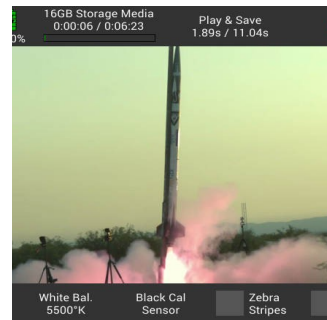
Lead UI/UX Engineer for the Chronos 1.4 high speed camera, 2018-2020. Redesigned and reimplemented camera user interface, starting from a utilitarian C++ monolith and ending with a modern Python-based UI. Wrote Web API to allow secure remote control of camera, in addition to a sample client web app. I introduced real-time updates throughout the system as displayed information was often stale. Solicited and iterated on user feedback.

Website: krontech.ca

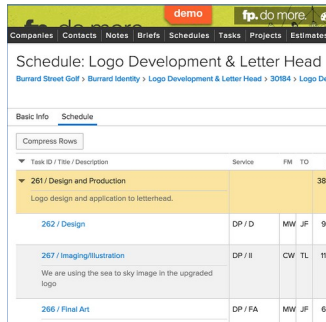### CityEcho   2015-2018 | Richmond, B.C.
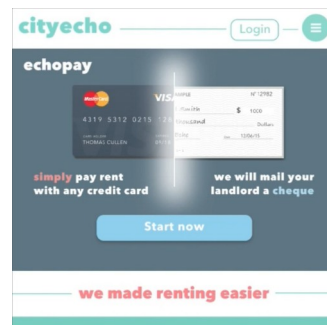
Technical Co-founder of CityEcho, a roommate and rental search startup between 2015-2018. Our mission was to let people rent larger places together, which is cheaper per head, thus lowering the cost of renting in Vancouver. I handled the creation of our product, a web app. The web app let tenants search for roommates, filtering by desired living area. It also let landlords list properties for rent; as well as handle split rent payments.

Website: cityecho.ca (defunct)

Function Point   2014-2015 | Vancouver B.C.

Software Engineer with Function Point, an online office management tool. Function Point allows you to manage your staff and your projects together, so you can easily see where you are making your money. During my work there in 2014-2015, it was used by over 500 agencies across the world. I was mostly involved with Javascript/HTML5 development, but I also did some Bash scripting and bug fixes for our PHP server.

Website: functionpoint.com

Frogatto & Friends   2009-present | Remote

Behaviour, design, and utilities for the open-source platformer *Frogatto and Friends* from Lost Pixel. Created core scripting math libraries. Coded and designed enemy and NPC behaviours. Wrote HTML for the website and helped maintain the WordPress installation. Frogatto 1.0 was released in late 2009, with 1.3 following in 2012 as a launch title for Canada's own Blackberry Playbook tablet. Now: coming soon to Steam in 2023!

Website: frogatto.com

Skills

Currently Fluent:
- API design & usage
- Bash
- C++
- CSS
- FFL (Frogatto's script)
- Git/Perforce
- GNU Make
- HTML5 / XML
- Javascript / ECMAScript
- Node
- Python
- Scrum / Agile development
- technical writing
- Unicode

Previous Experience:
- AutoHotKey
- C#
- Jasmine / Sinon
- Java
- Less / Sass
- Rust
- Selenium
- sh / ash / zsh
- SQL / MySQL
- WASM
- etc.