

# Robert Kyle Griswold

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## Skills

**Languages:** 68000 Assembly, AngularJS, C/C++, C#, HTML, Java, Javascript, Lua

**Systems:** Linux, Windows

**Tools:** EASy68K, Eclipse, Flash MX, GitHub, Mantis, NetBeans 8, Office 2016, Photoshop CS6, SourceTree, Unity Engine 5, Unreal Engine 4, Visual Studio 2017

## Education

**University of Washington Bothell**, Washington, May 2015 – June 2017

*Bachelor of Science in Computer Science and Software Engineering (CSSE)*

GPA: 3.65

**George Washington University**, District of Columbia, August 2012

*Associate in Science in Health Sciences Laboratory Technology (HSLT)*

GPA: 3.39

## Coursework

- Analysis and Design
- Computer Graphics
- Computer Networking
- Computer Vision
- Compilers
- Data Structures and Algorithms
- Embedded Systems
- Game Development
- Hardware and Computer Organization
- Management Principles
- Operating Systems
- Programming Methodology
- Software Engineering

## Projects

**Ghostlight Manor**, December 2016 – June 2017

- Turn-based strategic puzzle game set in a world inhabited by a menagerie of monsters.
- Contributions include implementation of multiplayer and finalization of new content update for three new beam types, two new creatures, and four new levels.
- Developed in C# using Unity Engine 5 and Visual Studio.

**68000 Disassembler**, June 2016

- Inputs a starting and ending memory address from the user, and attempts to convert the memory's contents to a listing of valid assembly language instructions.
- Developed in assembly using EASy68K.

**ARK Survival Evolved Modding**, July 2015 – Present

- Mods TorchBoost and PogLoot modify game systems such as fuel and loot tables respectively demonstrating use of visual scripting and particle systems.
- Developed using Unreal Engine 4.

## Experience

**Digital Future Lab**, December 2016 – June 2017

*Software Developer Intern*

- Developed and designed new game systems, refactored existing systems, and polished user experience for commercial Ghostlight Manor on Steam.
- Took on lead developer responsibilities and helped train ten new developer interns.

**United States Army Reserves**, September 2006 – September 2014

*Medical Laboratory Specialist, Sergeant (68K20, E5)*

- Deployed for four years to Ft. Gordon, GA at Kendrick Memorial Blood Donor Center.
- Performed screening, training, and phlebotomy to support injured troops during the Iraq War, the Afghanistan War, and directly to Eisenhower Army Medical Center patients.
- Secret security clearance.