

# ROBERT WHITE

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## Senior Software Engineer

*Specialized in Unreal Engine, Game Development, and 3D Visualization*

### Professional Summary

Highly experienced software developer with over 15 years in game development, 3D visualization, and real-time rendering. Expertise in Unreal Engine, Unity3D, and GIS technologies, with a strong background in leading development teams and delivering complex 3D applications.

### Technical Skills

- ✓ **Game Engines:** Unreal Engine (C++, Blueprints), Unity3D
- ✓ **Programming:** C++, C#, TypeScript, React
- ✓ **3D Technologies:** GIS, Cesium, OpenGL, Computer Vision
- ✓ **Cloud & DevOps:** Azure, AWS, GCP, CI/CD
- ✓ **Version Control:** Git, Perforce
- ✓ **Additional Skills:** 3D Modeling, Animation, UI/UX Design

### Professional Experience

#### Project Engineering Manager | Terrestrial Software Development

*April 2022 - January 2024*

Led development of "Endora," a 3D open-world asset-ownership game built in Unreal Engine

- Managed a cross-functional team of engineers, artists, and designers
- Established and maintained technical architecture and development workflows
- Implemented Agile methodologies and sprint planning processes
- Oversaw integration of blockchain technology for asset ownership
- Coordinated with stakeholders to align technical decisions with business goals
- Led code reviews and established coding standards
- Managed resource allocation and technical debt
- Implemented performance optimization strategies
- Supervised build pipeline and deployment processes
- Mentored junior developers and facilitated knowledge sharing

## Senior Software Developer | Urban Circus Pty Ltd

*April 2017 - March 2022*

Developed 3D visualization applications for urban planning using Unreal Engine and Unity3D

- Created real-time 3D visualization solutions for city planning projects
- Integrated GIS data with game engine technologies
- Developed custom tools for importing and processing large-scale 3D datasets
- Collaborated with 3D artists to optimize assets and improve rendering performance
- Implemented VR/AR solutions for architectural visualization
- Created custom shaders and materials for realistic urban environments
- Built automated pipeline tools for data processing and scene generation
- Developed real-time lighting and shadow solutions for large-scale environments

## Owner Developer | Smashing Pixels Pty Ltd

*July 2015 - Present*

Notable Projects:

- **Unistation:** Led open-source recreation of Space Station 13
  - Managed community of 500+ members and 30 developers
  - Implemented complex networking solutions using UNET
  - Collaborated with industry veterans including Dean Hall (DayZ creator)

## Education & Certifications

- Certificate III Telecommunications
- Certificate II Information Technology
- Certificate I Engineering

## Technical Proficiencies

- Development: Unreal Engine C++, Blueprints, Unity3D, React TypeScript
- Cloud Services: Azure (Cloud Services, DevOps, Functions), AWS, GCP
- 3D Technologies: Cesium, OpenCV, Computer Vision
- Tools: Git, Visual Studio, Rider, Perforce