

Chase Cobb

Software Engineer

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Education

Full Sail University

July 2009 – April 2011

B.S. Game Development

GPA : 3.2

Technical Skills

Languages: C#, C/C++, Java

Software: Unity3D, MonoDevelop, Visual Studio, Android Studio, Git, Fusion 360, Cura, Simplify3d

Platforms: Windows, Linux, Android, iOS, Playstation 3, Xbox 360, VR/AR

Experience

Nod Labs - *Software Engineer* - (10/16 - 06/17)

- Led architectural changes for the Unity SDK to improve the developer experience, create more defensive encapsulation models, and remove redundancy in the codebase.
- Responsible for defining and implementing new architecture for the Android client library to improve IPC performance and expose a unified set of APIs.
- Developed new content to test new hardware and software interaction models.
- Provided guidance to the hardware team with regards to internal 3D printing needs.

Razer / OSVR - *Software Engineer* - (02/16 - 09/16)

- Led the design and development of a new Android platform implementation for OSVR to improve ease of distribution of OSVR applications and remove overhead from app developers.
- Drove implementations of third party hardware into the OSVR ecosystem on Android.
- Supported game engine implementations of the OSVR client APIs.

Google – Project Tango [Bsquare] - *Senior Software Engineer* - (11/15 - 01/16)

- Led the design and development of the Unity and Unreal Engine 4 SDKs for Project Tango.
- Collaborated with other teams within Google improve and automate their Unity build and test pipelines.
- Rapidly prototyped applications using cutting-edge Tango features to evaluate performance and power consumption.

Playstudios Software Engineer - *Software Engineer* - (08/15 - 11/15)

- Worked to increase performance and expose new functionality in the game frameworks.
- Reduced binary size on iOS by creating scripts to remove unused assets.
- Led efforts to implement code reviews to improve code health.

Google – Project Tango [Adecco] - *Software Engineer* - (01/14 - 08/15)

- *Game Engine Integration (Unity3D, Unreal Engine 4)*
 - Owned design and development of Unity and Unreal Engine 4 SDKs for Project Tango.
 - Led collaboration efforts with Unity, and other teams at Google, to define new standards for the Android platform support in the Unity game engine to make plugins more modular, reliable, and easier to use.
 - Designed and developed simple to use tools for the Tango Unity SDK to improve code maintainability, versioning, and testability.
 - Worked closely with engineers at Unity to add new support for common Android functionality to improve the performance and reliability of Android applications created in the Unity game engine.
 - Provided Tango Unity SDK support to the Android Developer Relations team for their Scavenger Hunt application that was shown at Google IO 2014.

- Spoke at Google game developer events on the Tango Unity SDK and how to add Tango support to existing games.
 - Android Game Developer Event (Sept. 2014) - Provided support in a talk given by Noah Falstein, where I discussed how to leverage the Tango platform for new gaming experiences.
 - Project Tango Game Developer Event (Feb. 2015) - Gave a presentation, with live coding, that showed how to convert a sample project, provided by Unity, to use the Project Tango tablet.
- *Application Development*
 - Developed internal tech demos, using the Unity game engine, to prove functionality and performance of the Tango platform.
 - Collaborated with internal and external teams to build high quality user-facing applications.
 - StinkDitigal - Provided Unity SDK support for an application called Bullseye's Playground that was shown inside Target stores using Project Tango devices.
 - Limbic - Provided Tango C API support to aid in the development of their "Zombie Gunship Reality" title that was shown at Google IO 2014.
 - Pandoodle - Provided Tango Unity SDK support on two Transformers applications being developed for Hasbro, shown at Google IO 2014 and Comicon 2014.
 - Designed and developed a demo named "Cube Mover" that is currently used in Project Tango promotions and was shown at the Tango booth at Google IO 2014 and GDC 2015.

Paracosm - *Software Engineer* - (08/13 – 01/14)

- *Paracosm 3D Software Pipeline*
 - Responsible for designing and implementing a framework for Unity3D automation and technical demonstrations.
 - Collaborated with external companies of similar interests to develop Unity3D APIs for new hardware platforms.

Electronic Arts, Tiburon - *Software Engineer Contractor - Generalist* - (11/12 – 08/13)

- *Madden 25 (Xbox 360/Playstation 3)*
 - Responsible for implementing general online features and functionality mainly dealing with the UI and client/server data requirements.
 - Implemented achievements and trophies related to online functionality.

Trendy Entertainment / Puppy Punch Productions - *Software Engineer* - (04/11 – 05/12)

- *A Game With Balls (Android/iOS)*
 - Managed the optimization of the existing codebase to increase performance.
 - Mentored interns that were working on extending features of the user interface features.
- *Chicken Coup HD Remix (Android/iOS)*
 - Designed and implemented an interactive tutorial.
 - Spearheaded the redesign of the controls and user interface to increase playability.
 - Responsible for both critical and non-critical bug fixes found within the existing codebase via Ad Hoc testing.

Super fun solo projects

Project Scout - [Youtube video](#)

Destiny Infusion Calculator - [App Store Link](#)

RunAndJumpAndStuff - [Youtube video](#)