Nolan Roher-Brown

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Project Experience

Lord of The Rings: Return to Moria (PC, PS5)   Software Engineer - Babaroga

Skills/Tools: Unreal Engine, Multiplayer, UMG, C++, Perforce, Optimization, Unreal Gameplay Ability System, Visual Studio

- Utilized Unreal profiling tools to identify and resolve gameplay performance issues, including object management and enemy pathfinding
- Managed UI layouts and their interaction with gameplay, such as build mode, crafting menus, and inventory
- Implemented controller support for gameplay and menu navigation for both the PC platform and the PS5 release
- Used Unreal's Gameplay Ability System to incorporate build mode functionality and player combat

Zombies!!! Board Game (IOS, Android, PC)   Software Engineer - Babaroga

Skills/Tools: Debugging, C++, XML, Asset Packaging, Visual Studio, Documentation, Async Multiplayer

- Modernized an existing project using a proprietary engine by resolving multiple DLL-level issues to ensure the project could compile with modern standard C++ toolkits packaged in common IDEs
- Reverse-engineered the proprietary engine's asset packaging process to document file standards for artists working with assets such as fonts and UI icons
- Updated the packaging process so the proper resolution art assets were used on phones, tablets, and PCs

Unpublished VR Game   Software/UI Engineer - Babaroga

Skills/Tools: Unreal Engine, Multiplayer, UMG, 3D Math, C++, Git, Multiplayer Programming, Epic Online Subsystems, Visual Studio

- Authored gameplay components in both Blueprints and C++ to handle player input and gameplay/menu flow
- Built the navigation system and the base widget components for the game's UI
- Debugged network features to ensure a fluid and robust multiplayer experience
- Created UI standards documentation and clearly communicated art mockup expectations to producers and artists

Work Experience

Software Engineer/ Game Programmer   Oct 2024 - Present

Midnight Asylum   *Remote*

- Worked with Unreal's Gameplay Ability System to create a combat flow for a currently unannounced action RPG
- Designed and implemented AI characters for melee combat gameplay.
- Implemented debug tools to assist with design and implementation of melee combat abilities.

Software Engineer/ Game Programmer   Oct 2022 - Oct 2024

Babaroga, LLC   *Chicago, IL*

- Built multiple aspects of game development including gameplay, UI, audio, dynamic material creation, and animation in a variety of engines such as Unity, Unreal, and other proprietary engines.
- Effectively collaborated with teammates in a rapid-paced agile-scrum environment to debug and develop new features, closing an average of 20 tickets per week.
- Consulted with producers to ensure Jira tickets were handled effectively and with proper prioritization.

IT Programmer   Feb 2021 - Apr 2022

Steel Dynamics   *Butler, IN & Sinton, TX*

- Designed and updated in-house applications to streamline work for the sales team and production lines while also providing them technical support.
- Onboarded a new mill in Sinton, TX, including updating 400+ procedures, views, and reports to accommodate conditions specific to Sinton while preserving the behavior at other divisions.
- Refactored applications so that common production information was stored in a shared SQL database across all the divisions in the flat roll group.

Education

Bachelor of Science in Game Programming ▪ Columbia College Chicago ▪ Sept 2016 - May 2020