

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

- **Profiling/Optimization** - Utilized Unreal profiling tools to identify and resolve gameplay performance issues, including object management and enemy pathfinding.
- **Gameplay Programming** - Managed UI layouts and their interaction with gameplay, such as build mode, crafting menus, and inventory. Used Unreal's Gameplay Ability System to incorporate "build mode" and player combat.
- **Console Porting** - Implemented controller support for gameplay and menu navigation for both PC & PS5.

Zombies!!! Board Game (IOS, Android, PC)

Software Engineer - Babaroga

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

- **Supporting Legacy Code** - 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 in common IDEs.
- **Research & Documentation** - Reverse-engineered the proprietary engine's asset packaging process to document file standards for artists working with assets such as fonts and UI icons.
- **Asset Packaging** - Updated the packaging process so the proper resolution art assets were used for each device.

Unpublished VR Game

Software/UI Engineer - Babaroga

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

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

Work Experience

Lead Software Engineer/ Game Programmer

Oct 2024 - Present

Midnight Asylum

Remote

- **Unreal GAS** - Worked with Unreal's Gameplay Ability System to create a combat flow for an unannounced action RPG
- **Management/Task Delegation** - Facilitated communication with the other engineers to ensure all tasks from the IP owner were being handled efficiently by the team.
- **Tool Programming** - Created debug tools to assist with design and implementation of melee combat abilities.

Software Engineer/ Game Programmer

Oct 2022 - Oct 2024

Babaroga, LLC

Chicago, IL

- **Flexibility** - 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.
- **Ticket System** - 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.
- **Priority Focused** - Consulted with producers, ensuring Jira tickets were handled effectively with proper prioritization.

IT Programmer

Feb 2021 - Apr 2022

Steel Dynamics

Butler, IN & Sinton, TX

- **Technical Support** - Designed and updated in-house applications to streamline work for the sales team and production lines while also providing them technical support.
- **Mentoring & Advocacy** - 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.
- **Effective Refactoring** - 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