

# David Roberts

Front-End & Full Stack Engineering  
778-875-7869 – d@ddr0.ca

## Software Engineer II, Electronic Arts

2021-2026 | Burnaby, B.C.

FIFA Game Modes:

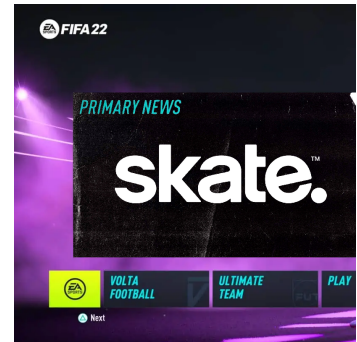
- Changed bootflow logic for Paris introduction.
- Improvements to legacy pre-game UI. (ActionScript)

Skate. Tools:

- Created software tools for studio artists.
- Improved procedural city generation workflow.
- Created interactive performance reporting tools.

**Techs:** Python, HTML5, C++, C#, ActionScript, custom, communication, etc.

**Website:** ea.com



## Product Engineer, Kron Technologies

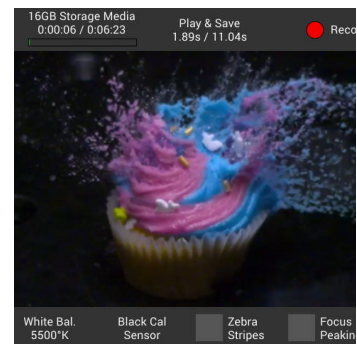
2018-2020 | Burnaby, B.C.

Chronos 1.4 high speed camera:

- Modernised camera interface UI/UX.
- Reimplemented camera interface from scratch.
- Performed in-person design verification of UI/UX.
- Implemented live HTTP camera control API.
- Reviewed and rewrote manual & documentation.

**Techs:** Python, PyQt5, C++, Shell, SVG

**Website:** krontech.ca



## Other Experience

2014-2026 | GVRD, B.C.

OSS Maintainer, Frogatto & Friends: (2009-current)

- Enemy design, UI implementation, levels, scripts, etc.
- Community management
- C++ engine maintenance from 2021 onwards

CTO, CityEcho: (2015-2018)

- Implemented main product for roommate and rental search startup.

CTO, Ravelights: (2021-current)

- Software for a networked, wearable, sound-reactive personal accessory.
- Operations, in-person sales, ordering, bookkeeping, taxes, etc.

