

Robert Percival

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Goals

- **Clarity**
- **Feedback**
- **Introspection**

Chronology

RATCHET & CLANK FUTURE: TOOLS OF DESTRUCTION | INSOMNIAC GAMES | 2007

- Developed **support** mindset
 - **Unblocking** others
 - Reducing mindshare
- Open **collaborative** environment
 - Positive culture
 - Interaction with other departments

RED DEAD REDEMPTION | ROCKSTAR GAMES | 2008-2010

- Developed, maintained, and optimized widely used game system
 - **Interdepartmental** coordination
 - Users spanning several studios and time zones

MAX PAYNE 3 | ROCKSTAR GAMES | 2010-2011

- Ownership of ongoing codebase integration
 - **Coordinate** with leads of MP3 trying to ship and GTAV ramping up
 - Understand changing needs and expected technology **trajectories** and break points

GRAND THEFT AUTO V | ROCKSTAR GAMES | 2010-2014

- Go to **resource** for physics engine
- **Champion** physics related design goals between departments
 - Tuning weapons and vehicles for gameplay
 - Minigame physics interactions
- Math and algorithm **guidance** for technical artists and gameplay programmers
- Involvement and lead of technical interviews
- **Mentor** new hires
 - Coping with overtime
 - Prioritization of overwhelming bug lists

UNANNOUNCED | ROCKSTAR GAMES | 2012-2015

- **R&D** on new vehicle systems
 - Design collaboration
 - Rapid **iteration** with new tuning and testing methods
- Continued interdepartmental **facilitation**

CTO/CFO | CYCOLOGY FITNESS | 2013-2016

- Repeatedly proven ability to become an **effective** actor within previously **unknown** fields
- Solid **professionalism** despite emotional involvement

Skills

- **Languages:** Artist, Designer, C/C++, Maxscript
- **Methods:** Scrum, Kanban, Strike teams, Test driven development
- **Tools:** Visual Studio, Bugstar, JIRA, Perforce, 3DS Max, Excel, Quickbooks
- **Algorithms:** Continuous Collision Detection, Branchless Vectorization, Spatial Structures, Networking and Streaming
- **Math:** Linear algebra, Matrices, Numerical integration, Constraint relaxation and other solvers/depenetration methods
- **Design:** Emergence, Expression, Loss

Training

BS | DIGIPEN INSTITUTE OF TECHNOLOGY

- Major: Computer Science - Real Time Interactive Simulation
- Minor: Physics
- Related coursework:
 - Developed full 3D physics engine from scratch ([link](#))
 - Acted as generalist, AI, and physics engine programmer on several student games