

Vector Roberson

Programmer and 3D Generalist

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[Portfolio](#)

PROJECT EXPERIENCE

Pops n Bobbers, Game Jam 2025

Tech and Game Designer

JANUARY 2025 - JUNE 2025

- Created Character abilities using C++ and visual scripting
- Animated, sequenced, and shot in-game cinematics

Astral Ark, SCAD

May 2024 - PRESENT

Tech/Programmer

- Creating and updating character abilities in Unreal Engine
- Changing gameplay and system tools upon player feedback

Audio Engineer

- Implementing and attenuating all in game sounds
- Mixing and altering sounds to better fit the games needs

CURRENT WORK EXPERIENCE

SCAD, Savannah Georgia

Recruitment Coordinator

AUGUST 2025 - PRESENT

- Coordinating high school outreach and serving as main visit contact.
- Schedule and organize university visits, handling logistics from initial contact to execution.
- Provide comprehensive support to executives, including travel arrangements, scheduling, and event planning.

EDUCATION

Savannah College of Art and Design, BFA

B.F.A. in Game Design

Savannah College of Art and Design (SCAD)

Savannah, GA

May 2025

FUN FACT

I play the guitar, bass, and keyboard!

PROGRAMMING LANGUAGES

Python

JavaScript

C++

SOFTWARE

Unreal Engine | 6 Years

Maya | 5 Years

Substance Painter | 3 Years

Zbrush | 3 Years

Jira | 3 Years

Nuke | 2 Years

Adobe Photoshop | 5 Years

Adobe Premiere Pro | 3 Years

AWARDS

Best Game Design Game Jam
2025 SCAD-Pops n Bobbers

TECHNICAL SKILLS

Scrum/Agile Workflow

Modular Prop Design

3D Modeling

3D Sculpting

Digital Lighting

Film Sequencing

Foley

Good Communication

Conflict Resolution