

## CONTACT

P: (207) 458 - 3253

E: rowanwaring@gmail.com

# ROWAN WARING

rowanwaring.com

## SUMMARY

Gameplay / systems / UI engineer with 6 years shipping on hardened, performance-critical codebases, who led HUD/UI architecture on a major title and treats tight frame budgets as the default.

## ROLE SKILLS

- **Primary Languages:** C#, C++, HLSL
- **Development Tools:** Unity, Unreal Engine, JetBrains Rider, Visual Studio, Command-line Interfaces
- **Version Control Tools:** Perforce, Git
- **Project Management Tools:** JIRA, Slack, Agile/Scrum
- **Other Tools:** Photoshop, Substance Designer, Houdini, Blender, familiar with AI tools & workflows



## EDUCATION

GAME DESIGN & DEVELOPMENT, B.S.

Rochester Institute of Technology, Class of '19



[linkedin.com/in/rowanwaring](https://www.linkedin.com/in/rowanwaring)



[github.com/theTreeSerok](https://github.com/theTreeSerok)

## EXPERIENCE

### GAMEPLAY ENGINEER

*Camouflaj • Aug 2022 - Jan 2026*

- Shipped projects:
  - **Batman: Arkham Shadow** — Quest 3 (2024), Unity
  - **Marvel's Iron Man VR** — Quest 2 port (2022), Unity
- Led HUD and UI development and direction on Batman: Arkham Shadow, architecting and implementing all underlying systems and widget behaviors in close collaboration with UI artists.
- Held peak HUD cost to ~0.25 ms/frame on CPU and cut passive VRAM footprint by ~200 MB (tailored to active UI needs) through layered optimization — continuous on-device profiling, multithreading, and data-oriented patterns — against an unforgiving mobile frame budget.
- Optimized core gameplay systems including Investigation and Scanning, as well as helped design and fully implement assorted diegetic UI puzzles and terminals.
- Extended into tech-art work — Houdini and Substance Designer pipelines — to author performant UI/HUD effects and animations, delivering ambitious motion design in real time.
- Shipped post-launch features and polish through Q1'25.
- Ported and optimized Marvel's Iron Man VR to Quest 2, focused on menus, optimization, and fixes.
- Team: ~80 direct, ~250 expanded.

### GAME DEVELOPER

*Darkwind Media • Jan 2020 - Aug 2022*

- Shipped projects:
  - **Marvel's Iron Man VR** — PSVR (2020), Unity
- Shipped the acclaimed PSVR title Marvel's Iron Man VR as a Unity engineer, partnering with Camouflaj to identify performance gaps and implement optimizations across a hardened, production-scale C# codebase, notably regaining ~7ms per frame in early-game by addressing an issue with JIT type caching by a third-party plugin.

### GAME DEVELOPER

*MAGIC Spell Studios • May 2018 - Aug 2019*

- Implemented gameplay and music features for Fragile Equilibrium, a sci-fi shoot-'em-up shipped on Windows and Xbox One, and refactored/optimized legacy code in a production-scale codebase.
- Designed and built a gamified biochemical-industry training simulation in Unity using Leap Motion, on a 5-person contract team.
- Led design and development across much of the project lifecycle; ran R&D on third-party hardware and motion-controlled interface integration in Unity.

## ADDITIONAL PROJECTS

### FPS ARPG (PERSONAL PROJECT)

- Built a custom Viewmodel Render Feature on URP's RenderGraph for independent-FOV weapon rendering with correct depth layering and integrated post-processing — solving viewmodel clipping without camera stacking or stencil tricks.
- Architected the foundational systems for an action-RPG-style FPS — combat, movement abilities, talents, stats, effects, equipment/inventory, and loot.

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