

Bob Polaro
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UNITY DEVELOPER / WEBMASTER

Project screenshots at www.polaro.com/screenshots.
Career projects at www.polaro.com/career.

AREAS OF EXPERTISE – Unity3d, Android SDK, APIs, UI, Scaling, Java, Eclipse, Accelerometer, C, HTML, PHP, JavaScript, C#, Rest, XML, JSON, XCODE, IOS (Unity), Admob, Git, Particle Systems, Source Tree, BitBucket, Mecanim, Parallaxing, Scrum, Agile, Axosoft, Unity Ads, Monetization, Scratch, Trinket, Pixel Pad, Python

The Coder School (10/17 -) Irvine, CA

Coaching Coach

Hired as a coach for teaching kids how to code ages 7-13. Teaching modules include Unity, Scratch, Trinket, and Pixel Pad (Python).

Twisted Forge Studios (8/16 - 3/17) Oxnard, CA

Software Engineer

Hired as lead programmer to develop game apps for the Android and IOS platforms using **Unity3d** as the development engine. Completed **Twisted Christmas** for the Android/IOS. Worked on **Raptor Defense** and **Crush Hour (3d)** for the Android/IOS. Used **Axosoft** as the **Scrum Agile** framework. Used **Unity Ads** and **Admob** for monetization.

EduFunApps.com (4/10 -) Santa Cruz, CA

Software Engineer

I started this website to showcase my apps. I completed the following 16 original apps in **java/javascript** as the sole developer using the **eclipse** and **Unity** for **native** and **hybrid** apps.

Developed an animation manager and maintained various educational apps using **unity, source tree** and **git** for **Morphonix**.

Chicken Shift (Unity-android,IOS)– Published by **RetroAction Entertainment**, I developed this retro game in **javascript, C#,** and **XCODE** employing physics, gravity and optimal collision engineering. Used Admob for monetization.

Isopod - I converted the game from the **Ipad**. I was able to feature the **accelerometer, touchscreen** and high quality animation.

DrinkMaster, WineMaster and **BeerMaster (Unity-android,IOS)**- Lifestyle apps that use **Voice recognition** and **text entry**. **WineMaster** uses **Rest** and **Json**.

World Geography (Unity-android,IOS) - Available in 6 languages. Designed to learn 197 countries. Also [States and Capitals](#), [Monterey Bay Sea Life](#), [Slideshow](#), [Dinosaurus](#), [Word Whiz](#) and [Word Safari \(Unity android,IOS\)](#).

Santa Cruz Games (6/04 - 12/04) Santa Cruz, CA

Software Engineer

I Developed a **Spiderman** game for the **Jakks** plug and play joystick system. Coding in **c** to get the final product released prior to deadline.

Websitesforyou.net (9/03 – current) Santa Cruz, CA

Webmaster

Developed websites for small businesses, artists and realtors. development from start to finish employing such tools as **Php**, **JavaScript** and drop down menus.

Arcade Planet/Lazertron (4/97 – 12/02) Livermore, CA

Software Engineer

Rapidly developed 12 **Java** based games for **www.PrizeGames.com**. Ensured quality of outside developer games for the **Arcade Planet** online gaming network.

SourceSafe was used to maintain parallel code development.

I also coded a number of ms-dos based games for the **PrizeZone** arcade system, which evolved into the **VRS** (video redemption system).

T.H.Q. (12/94 - 11/96) Calabasas, CA

Software Engineer

Lead programmer for **BASS Masters Classic** in English and Japanese for the **Super-Nintendo** coded in assembly language. Our fishing games brought **T.H.Q.** into profitability. The Super Nintendo version of Bass Master's Classic scored a 29 from Nintendo.

WINGS for Learning (4/90 - 1/93) Scotts Valley, CA

Software Engineer

Developed a **Scuba Science** package for this educational company designed to read temperature, sound and light probes for the **Apple II**. Also worked on various other educational products.

BOBCO (9/84 - 4/90) Santa Cruz, CA

Owner/Software Engineer

Established BOBCO to develop **World Geography** for the **Commodore 64** and the **Apple II** that was self-published getting worldwide distribution. Later developed a number of **Atari 2600** games on a contract basis for **Atari** and **Mediagenics** including **Desert Falcon**, **Sprintmaster**, **Rampage and Roadrunner**. *The German version of World Geography sold over 2000 copies.*

ATARI Inc. - Consumer Electronics Division (9/78 - 7/84) Sunnyvale, CA

Software Engineer

Hired to develop games and applications for the **Atari 800**. I developed a number of **Atari 2600** arcade conversions and original commercially available games coded in **6502 assembly language**. These included **Defender** and **Real Sports Volleyball**. A number of games completed were recently released were **Bugs Bunny**, **Holey Moley** and **Stunt Cycle**. *Defender sold over 3 million units.*

COMMODORE Inc. (3/78 - 7/78) Palo Alto, CA

Software Engineer

Developed games and applications for the **Commodore Pet** including baseball, blackjack and a stock portfolio program coded in Basic.

Adam Systems (2/77 - 7/78) Farmingdale, NY

Developed accounting applications including inventory control and accounts receivable.