

GAME OVER

Robert Kuropkat

"Indie Game Dev & Simulation Engineer | Unity + C# Wizard | Building Worlds, One Line of Code at a Time"

My career in Information Technology has now spanned over 35 years. The diverse jobs I have worked are not a reflection of having "lived many lives" but rather having taken the time to "walk a mile in their shoes." I have diversified my experience to better understand my task.

I am more than willing to discuss my past exploits but exclude them for now because they serve only as a distraction. The task I am currently pursuing is Game Dev and Game Dev Tech, particularly in the realm of Simulation and VR/XR/AR. My past diversity is exactly what sets me up so well for this growing field. My hope is, you will see past the differences in all my roles and instead pluck out the one common thread. I am an unparalleled troubleshooter. I solve problems that continuously elude others. I fix broken stuff. It does not matter how many experts have already looked at it. It does not matter if the problem is merely perplexing, or even "impossible." This is my domain and I have proven it in every role I have worked.

I realize some may feel I have been "out of the game" too long and that "too many things have changed" to warrant my inclusion in most any specific job role. I however, feel just the opposite. I see my broadened view as a superpower, not a distraction. I firmly believe my ability to craft solutions in code is no different than my ability to craft solutions with databases, networks, systems, design, deployment or any other space I have worked in. My skill is NOT tied to code, technology or frameworks. My skill is troubleshooting and that does not rot as technologies fade. It is refreshed by their replacements. I am searching for a hiring manager who recognizes this potential.

In short, I have learned many things in the many roles I have worked and have enjoyed the hell out of my career so far. My hope is to continue providing value by finding roles that not only provide needed solutions, but also require me to continue growing my own knowledge and experience.

I realize you may not have any current openings, but I would appreciate an opportunity to speak with you regardless. I would like to place myself in a position of being the first person you think of when next you do.

Robert Kuropkat

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Hi, I'm Robert Kuropkat — lifelong coder, indie developer, studio founder, and enthusiastic problem solver.

I've been coding for over 40 years, with experience ranging from BASIC to C# to SQL and modern web frameworks. These days, I'm focused on building immersive, interactive experiences using Unity and exploring VR/AR/XR.

Whether solo or collaborating with my family under our studio banner *Doers of Stuff*, I bring creativity, persistence, and a touch of chaos to every project.



CONTACT

Want to work together, jam together, or just talk game dev?
I'd love to hear from you.

 <https://doersofstuff.org/>

 robert.kuropkat@gmail.com | robert@kuropkat.com

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SKILLS & CERTIFICATIONS

 Unity

 C#

 Game Programming

 various and sundry...



AKYLADE Exam Developer (A/CCSD)

EDUCATION



Professional Unity Developer Program at GameDevHQ

PROJECTS & GAME JAMS



Star Shooter Pro A retro-style wave-based space shooter featuring dynamic enemy design and a customizable level editor.



Snowball's Chance in ... A physics-based looping demo where a snowball defies gravity, bouncing endlessly across perilous platforms.



Scaredy Cat Trapped overnight in an office, you're the cat — and the appliances are out for blood in this horror-comedy 3D jam game.



Rehab Realm: Quest for Vitality A VR fantasy adventure where physical therapy challenges are the gateway to magic, power, and progress.

EXPERIENCE



Founder, Doers of Stuff

- **Founded an indie game studio** to bring decades of creative ideas to life through immersive, story-driven projects.
- **Launched a family-powered collaboration**, incorporating input from multiple generations into game design and development.
- **Focused on originality and experimentation**, building games that explore emotion, interaction, and unconventional gameplay.
- **Combined entrepreneurial drive with technical expertise**, laying the foundation for future commercial and passion-driven releases.



2D Game Developer, Doers of Stuff

- **Designed and developed original 2D games**, focusing on creative mechanics and cross-platform accessibility.
- **Explored genre diversity**, from retro-style recreations to experimental gameplay in new thematic directions.
- **Leveraged the flexibility of 2D design** to rapidly prototype ideas and push creative boundaries with minimal overhead.



Game Jammer

- **Participated in multiple local game jams**, building rapid prototypes with small teams under strict time constraints.
- **Collaborated face-to-face** with designers, artists, and fellow developers to brainstorm, iterate, and execute creative concepts.
- **Adapted quickly to new roles**, tools, and challenges in high-energy, deadline-driven environments.
- Gained valuable hands-on experience in ideation, teamwork, and rapid game development cycles