

## Jesse Flot



Jesse is a Senior Software Engineer and Product Manager for Robomatter Inc., a world leader in the development of educational technology and curriculum. Jesse joined the Robomatter team in 2007 with a degree in Computer Science and currently manages a team of game developers that develop Robomatter's Robot Virtual Worlds software. Robot Virtual Worlds are high-end simulation environments that have been downloaded millions of times that are used to teach kids how to program robots. The virtual worlds simulate underwater, outer space, island worlds, robot programming games, math games, and classroom programming tasks. In his talk, Jesse will discuss working with Unity game development software, describe the skills that a game developer needs, and demonstrate the features of Unity's game development physics engine.