

ROBERT TROUGHTON

30+ Years' Game Development Experience

Business Development, M&A, Consultancy, Engine Development and Optimization

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EXPERIENCE

Managing Director

Dino Sloth

11/2021 - Present Khon Kaen, Thailand

Providing consultancy services to the video game industry and for those industries exploring gamification.

- Initially contracting to Keywords Studios to support their expansion efforts as well as support with Coconut Lizard.
- Consultancy for Tanglewood Games.
- Consultancy to several startups and to businesses looking to gamify.

Co-Owner

White Bridge Cafe

07/2023 - Present Amphoe Huai Mek, Thailand

A beautiful rural restaurant built in a rice field in North East Thailand

Studio Head

Coconut Lizard - a Keywords Studio

06/2020 - 11/2021 Newcastle, United Kingdom

Outsource development studio with a focus on AAA Unreal Engine development

- Managed integration of Coconut Lizard into Keywords post-acquisition.
- Investigated various investment opportunities for Keywords in the SEA region.

Managing Director and Founder

Coconut Lizard

09/2015 - 06/2020 Newcastle, United Kingdom

- Grew the studio to 45 highly sought-after employees.
- Successfully led to acquisition by Keywords Studio.

UK General Manager

Epic Games UK (Pitbull Studio)

09/2014 - 09/2015 Newcastle, United Kingdom

Managing Director and Founder

Pitbull Studio Limited

07/2009 - 09/2014 Newcastle, United Kingdom

Lead Tools Programmer

CCP

08/2009 - 06/2010 Newcastle, United Kingdom

Lead Tools/Advanced Technology Programmer

Midway Games

10/2005 - 07/2009 Newcastle, United Kingdom

Lead Xbox/PC Programmer and Co-Founder

Pitbull Syndicate Ltd

12/1996 - 12/2005 Newcastle, United Kingdom

Programmer

Reflections Interactive

07/1994 - 11/1995 Newcastle, United Kingdom

SUMMARY

Managing Director of Dino Sloth Limited, providing development support and consulting to AAA game developers. Previously: ► founded Coconut Lizard (in 2015), sold to Keywords Studios in 2020; ► founded Pitbull Studio (in 2010), sold to Epic Games in 2014; ► co-founded Pitbull Syndicate (in 1996), sold to Midway Games in 2004. Over 30 years of programming experience, working on PlayStation, PS2, PS3, Dreamcast, Xbox, Xbox360, PC, iOS, Android and more. Also on Commodore C64 and Amiga as a hobbyist demoscene coder. Worked on: ► Sea of Thieves ► Conan Exiles ► Lawbreakers ► Unreal Engine 4 ► Fortnite ► Infinity Blade (unannounced platform) ► Unreal Tournament ► Unreal Engine 3 ► Dust 514 (PS3) ► Silent Hill: Downpour (PS3/360) ► Big Top THD (Android) ► Necessary Force (PC/360/PS3) ► Wheelman (PC/360/PS3) ► Rush (PSP) ► LA Rush (Xbox/PS2) ► TD: Overdrive (Xbox/PS2/PC) ► Test Drive (Xbox/PS2/PC) ► Demolition Racer: No Exit (DC) ► Demolition Racer (PC/PS2) ► Test Drive 6 (PC/PS1) ► Big Air (PC/PS1) ► Test Drive Off Road 2 (PC/PS1) ► Test Drive 5 (PC/PS1) ► Test Drive 4 (PC/PS1) ► Unreleased Scavenger Titles (PC/PS1)

KEY ACHIEVEMENTS



Studio Acquisition Success

Founded and sold 3 game studios, resulting in major acquisitions by industry leaders.



Optimization Wins

Across several games I led the optimization efforts on various platforms - specialising in CPU and memory performance.



Extensive Game Development

Contributed to the development of over 30 video games including many AAA titles.

EDUCATION

BSc (hons), Mathematics

The University of Sheffield

01/1990 - 12/1993