Robert Lockyer

Software Development Consultant · Technical Leader · Systems Thinker

St. John's, Canada · robert@robertlockyer.com · robertlockyer.com · linkedin.com/in/roblockyer

PROFILE

Software development leader with 18 years of experience spanning complex products, C++ and performance-sensitive systems, developer infrastructure, technical strategy, and organizational leadership. Trusted to lead seven-figure projects and multidisciplinary teams of up to 37 direct reports. Known for finding the constraint that matters, making difficult technical ideas clear, and turning strategy into systems teams can execute.

SELECTED IMPACT

- Led technical direction across architecture, rendering, product integration, performance, and development effectiveness for a frontier hardware-and-software platform.
- Owned and improved the path from code to feedback through CI/CD, dependency management, faster debug builds, and production observability.
- Built and led a multidisciplinary technical organization of 37 while maintaining direct coaching relationships and accountable delivery.
- Connected emerging GPU techniques to practical product constraints, helping turn technical possibility into a core real-time capability.
- Presented complex technology and product direction to technical, partner, and executive audiences at GTC, SIGGRAPH, I/ITSEC, and RSNA.

EXPERIENCE

Technical Fellow

Avalon Holographics · 2025–2026

Set technical direction across high-impact systems, architecture, product integration, performance, and development effectiveness. Worked across team boundaries to clarify tradeoffs and turn complex technical goals into executable plans.

Managing Director

Avalon Holographics · 2023–2025

Led a multidisciplinary organization of 37. Owned hiring, coaching, organizational development, and delivery while balancing near-term product outcomes with longer-horizon technical investments.

Systems Engineer

Avalon Holographics · 2020–2023

Connected software, hardware, performance, and product constraints into coherent system designs and working milestones. Contributed hands-on technical judgment across architecture, rendering, integration, and validation.

Software Engineer & Technical Lead

Games, simulation, and real-time products · Earlier career

Built commercial software across C++, C#, Unity, rendering, and simulation. Grew from individual contributor to technical lead, developing the hands-on depth and systems perspective used in senior leadership roles.

TECHNICAL & LEADERSHIP RANGE

C++ · C# · Unity · real-time systems · GPU rendering · systems architecture · CI/CD · Jenkins · Conan · Artifactory · build systems · observability · technical strategy · product architecture · hiring · coaching · organizational design · executive communication · public speaking

EDUCATION & INVENTION

Bachelor of Engineering, Computer Engineering — Memorial University of Newfoundland. Named inventor on patents in advanced display technology.