Dane Carstens

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Experience

June 2023 - Present

Save the Castle! – Unity VR Developer / Founder (Steam VR <page>)

- Solo launched the Steam release, handling playtests, final patches / features, etc
- Entirely self driven development, collaborating as a team of 2 to build the entire game
- Built the enemy system, including wave spawning, animation control, ragdolls, AI, etc
- Built developer tools to quickly build maps, making the most of a small art budget

June 2021 - September 2023

Common'Hood – Unity Developer (Steam: Fall 2022, Xbox: Spring 2023)

- Worked on prototyping and implementing the multiplayer sandbox mode
- Built editor tools, including the entire localization import/export backend
- Designed, prototyped, and implemented new gameplay features
- Implemented critical bug fixes and player quality improvements, before and after release

June 2023

Suburban Scallywags – Unity VR Developer

- 4th in enjoyment, 10th overall at VR Jam 2023, out of 130 submissions
- Built the procedural neighborhood and police chase systems, utilizing object pooling to improve performance on the Quest 2
- Worked as a team of 2 to finish in 48 hours

Education

August 2018 - June 2023

University of California, Irvine – B.S. Computer Game Science

3.4 GPA, built real games from day one. Participated in game jams and quarter long projects. Video Game Development Club Writing Officer

Skills

Unity

- Editor tools
- Controller support
- VR (Quest, SteamVR)

Databases

- SQL
- AWS hosting
- SSH / Docker

Programming

- Python / C# / C++
- Godot / GDScript
- Git