

Dane Carstens

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Experience

June 2023 - January 2025

Save the Castle! – VR Developer / Founder (Steam VR [<page>](#))

- Solo launched the Steam release, handling playtests, final patches / features, etc
- Entirely self driven development, leading 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
- Continuing to manage Endless Path Studios, prototyping our next title

June 2021 - September 2023

Common'Hood – 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

October 2023

Project Solaris – Unreal VR Developer [<link>](#)

- Ranked sixth in enjoyment at VR Halloween Jam 2023
- Designed VR soldering gameplay and other puzzles
- Wrote all story, and built the narrative into the gameplay loop
- Worked as a team of 2 to finish in 4 days

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