

# Dane Carstens

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## Experience

June 2023 - January 2025

**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