

Declin Anderson

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Summary

Dynamic Unity Programmer with a strong foundation in C# and game design, co-founded Totally Not a Bunch of Cats LLC, successfully launching a mobile game. Proven ability to collaborate effectively and implement Agile methodologies, enhancing team productivity and delivering high-quality gaming experiences. Passionate about creating engaging user interfaces and optimizing performance.

Skills

Unity Engine | Version Control | Project Management | Fluent in C, C++, C# | Game Design | Agile Methodologies | Mobile App Development | Object-Oriented Programming | Unreal Engine

Work Experience

Unity Programmer, Part Owner

Totally Not a Bunch of Cats LLC 2022 – Present

Successfully implemented the Front-end design and development. Member of a team of 5 video game development professionals, driving performance through effective cooperation and accountability.

Key Achievements:

- Delivered software solutions consistent with product roadmap and meeting release plan milestones.
- Released Corraling Cats to both IOS app store and Google Play store, currently developing another mobile game and future PC release.
- Created dynamic menu elements to work with expanding work as well as reduce memory waste using C# in the Unity Engine.

Projects

Grave Robber of London

Key Achievements:

- Created in Unity Engine along with 10 other members of my capstone class.
- Worked on Front-End design and development as well created dynamic inventory systems
- Developed interpersonal and communications skills to effectively communicate tasks and ideas as well as improve my C# skills

Education

2024 – B.S. in Computer Science – Game Design and Development from University of Wisconsin – Stout

2024 – Minor in Mathematics from University of Wisconsin - Stout

Portfolio

<https://declin-anderson.github.io>