

# Dennis Dencho Taylor

Passionate and innovative game developer with 8+ years of experience in creating immersive XR applications using Unity3D. Expertise in C#, rapid prototyping, and front-end feature development. Adept at collaborating with diverse teams to deliver high-quality projects on time.

Seattle, WA 12345  
(425) 529-3990  
[Denchyaknow@Gmail.com](mailto:Denchyaknow@Gmail.com)  
[Website: Dencho.Dev](http://Website: Dencho.Dev)  
[LinkedIn: Denchyaknow](https://www.linkedin.com/in/Denchyaknow)  
[GitHub: Denchyaknow](https://github.com/Denchyaknow)

## Experience

### Senior Unity3D XR Programmer

Yakno, Remote (January 2021 - Present)

- Developed 2D/3D/XR applications and prototypes for various clients including: StudyEdge, Forged Interactive, LLamaZOO. Google (Lidar Specialist), Microsoft (Server Security), Randstad Technologies US (Technical Data Specialist), Drive Group LLC (Web Backend Programmer), Aro.Work (XR Programmer)

### Lead Unity3D Programmer & Acting CGO

BlocUnited, Remote (August 2022 - Present)

- Led the Unity frontend development maintaining over 6 branches across 2 repositories including a self-made open-source Web3SDK for Unity3D.
- Developed experimental runtime prototype and SDK for interacting with blockchain events in real-time.
- Extended existing source code to integrate rapidly-prototyped Web3 features, including a custom base building system and a physics-friendly combat system.
- Developed core front-end systems for a Web3 MMO-Action-RPG using Unity3D and various SDKs.
- Collaborated with a Back-end Full Stack developer to ensure seamless Unity-WebAPI interaction, while working closely with artists to implement game elements based on wireframes from Figma.
- Set up technical documentation for multiple projects and provided interview materials for new hires.
- Transitioned to the role of acting Chief Game Officer (CGO), overseeing game design and strategic project direction.
- Conducted code reviews, provided technical guidance, and mentored junior developers to foster a culture of continuous learning and innovation within the team and successfully navigated and resolved project-breaking changes due to blockchain developments multiple times.

### Lead Unity3D XR Programmer

Crypto Comedy Club, Remote (November 2021 - August 2022)

- Developed a project utilizing multimodal full-body finger tracking with ReadyPlayerMe Avatars, incorporating inverse kinematics and procedural physics.
- Served as the technical spokesman, detailing project specifications and features during live AMA streams.
- Blogged about prototype development, successfully raising over \$80k in funds.
- Innovated with physics-based full-body finger and controller tracking, a unique feature not available in other market applications.

### Unity3D XR Programmer

StudyEdge, Remote (February 2021 - November 2021)

- Developed networked prototypes using Oculus Quest's experimental finger tracking.
- Collaborated with R&D teams to implement front-end features.

### Unity3D Programmer

DriveAbilityVT, Remote (January 2020 - December 2020)

- Developed an app for detecting human behavior patterns using neural networking with Amazon S3 and DynamoDB.

## Skills

C# | Unity3D | XR/VR/AR |  
Networking & Multiplayer | Web  
Front-End | Hardware  
Engineering

## Education

### Associates in Computer Information Systems and Networking

Whatcom Community College Bellingham WA, (2014 - 2016)

- President of the Game Development Club (Founder)
- Internship using the Rift CV1

### Bachelors in Computer Science and Game Design

DigiPen IoT, Seattle WA, (2016 - 2018)

- Multiple GamJam Projects
- Mentorship under Niantics Lead Technical Artist (Mike)

## Certifications

- Unity3D (Programmer) - Unity3D (2020)
- Cyber Security (CCNA) - Cisco (2016)
- A+ / HIPPA - Compsec (2016)

## Projects

### Slime Story (AiDunno Games):

- Developed combat systems, AI, and editor tools for an Android game available on Google Play Store.

### PortalsEdge360:

- Created VR prototypes using Unity3D and OVR/SteamVR SDK for a horror game.

- Maintainer of the Android branch, ensuring continuous updates and compatibility.
- Mentored under VIP xAmazon/xMicrosoft Programmer (Gregor).
- Optimized game performance by fine-tuning shaders, scripting AI behaviors, and implementing efficient coding practices in Unity3D.

## **Unity3D XR Programmer**

**Portals Edge 360, Remote (September 2018 - January 2020)**

- In charge of prototyping and developing a VR rig to utilize full body physics using the OVR and UnityXR SDKs.

## **Lead Unity2D Programmer**

**AiDunno Games, Metaverse, Remote (May 2016 - January 2017)**

- Developed combat systems, AI, and editor tools for an Android game available on Google Play Store.
- Ensured compatibility across various devices, troubleshooting and debugging issues.