

Scriptable Objects:

Unite Europe 2016 - Overthrowing the MonoBehaviour tyranny in a glorious ScriptableObject revolution

Link: <https://www.youtube.com/watch?v=VBA1QCoEAX4>

Unite Austin 2017 - Game Architecture with Scriptable Objects

Link: https://www.youtube.com/watch?v=raQ3iHhE_Kk

Custom Editor Extensions:

Unite Europe 2016 - Editor Scripting for n00bs

Link: https://www.youtube.com/watch?v=9bHzTDIJX_Q

Unite Berlin 2018 - Editor Scripting the Scene View

Link: <https://www.youtube.com/watch?v=Ah9CuzGa2vw>

Custom Tool Time: Make More in Less Time

Link: https://www.youtube.com/watch?v=_mbOM06A5sA

Tool Dev For Game Devs

Link: <https://www.youtube.com/playlist?list=PLImQaTpSAdsBKEkUvKxw6p0tpwl7ylw0d>

General Tools Development:

What I Learned About Tools Development From Games Industry Legends

Link: <https://www.youtube.com/watch?v=Zp4tJQJKIPs>

How to think about workflows when designing tools – Robin-Yann Storm - GodotCon 2024

Link: <https://www.youtube.com/watch?v=L9UtUBBnwQg>