

Carson Moon **Gameplay Programmer**

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SKILLS AND TOOLS

Skills: Object-Oriented Programming, Rapid Prototyping, Code Documentation, Version Control

Tools: Unity, Visual Studio, GitHub, ClickUp, Jira, Photoshop, Illustrator, Blender, Maya

EXPERIENCE

SimBlocks LLC., Software Developer, Unity **June 2024 – Present**

- Working with programmers and artists to develop contracted applications
- Using C# and .NET MAUI to create VR and tablet experiences and environments
- Experience with TortoiseGit, Jira, Visual Studio, and Virtual Reality development

Ensemble Interactive, *Wellness Hero*, Lead Programmer, Unity **January 2024 – Present**

- Conceptualized, prototyped, and ideated through weekly builds of a mobile application
- In charge of organizing, programming, and refactoring all game systems
- In charge of maintaining bugs and performing and pushing maintenance fixes

BookWyrn, *GRIMWAR*, Lead Programmer, Unity **September 2024 – May 2025**

- Implementing systems for player controls, movement, attacks, and enemy AI
- Implementing systems for speedrunning, menus, general gameplay, and saving
- In charge of programming task management through ClickUp

Team Azure, *Linn Falls*, Producer, Unity **September 2023 – December 2023**

- Organized a team of 9 to design and develop a puzzle mobile game
- Programmed the entire game: procedural water, puzzle-mechanics, level system
- Lead the publication of the app on the Google Play Store

Hacktivision, *ARACHNOID*, Lead Programmer, Unity **March 2023 – April 2023**

- In charge of implementing a unique enemy AI pathfinding system
- In charge of testing, gathered 10 players to test and report feedback
- Assisted with promotional material for the webpage of the game

EDUCATION

University of Central Florida **May 2025**

B.A. in Digital Media on the Game Design Track

Minor in Computer Science

University of Central Florida **December 2023**

Associate of Art Degree