# DOMINIC CRANE
## JUNIOR GAME DEVELOPER

**P** 407-927-8867    **E** Domc09790@gmail.com    **A** 617 Majorca Ave, Altamonte Springs, FL    **W** LinkedIn

## PROFILE

My name is Dominic Crane and I am a game developer eager to work with new teams and technologies. I've worked on games varying from 2D to 3D, platformers, shooters and even networked a game using the Unity Engine. I am currently expanding my skillset as I focus more on UE5.

## EXPERIENCE

**Game Jam – Color Guardian – Unity Engine – July 2022 – 72 Hours**
- Created functionality for player teleport features along with teleport with interactable objects.
- Created weapons along with their base functionality

**Fullsail Project – ZZ&Z – Unity Engine – November 2022 – 1 Month**
- Created weapon system(guns) using projectiles instead of hit-scans.
- Created weapon shop that appears between waves.
- Created wave system
- Setup most player/gun animations

**Fullsail Project – Magic Mayhem - Unity Engine – August 2023 – November 2023 – 4 Months**
- Setup networking all throughout the game using Photon.
  - Created a working scoreboard
  - Created a rematch system
  - Setup an in-lobby chat feature
  - Fixed major bugs caused from incorrect networking.
- Created base save system
- Created shop system

## REFERENCES

References will be provided upon request

## EDUCATION

Full Sail University

Winter Park

Florida

Valedictorian
Game Development Bachelor's Degree of Science,
November 2023

## KEY SKILLS

- C#
- C++
- UNITY ENGINE
- PHOTON W/ UNITY
- UNREAL ENGINE
- GITHUB
- TRELLO/JIRA