DOMINIC CRANE

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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

Junior Unity Developer – Unnamed Project – July 2023 – Present
- Company: Strawnworks Games
- Project is currently under an NDA

Primary Networker - Magic Mayhem - Unity Engine – August 2023 – November 2023 – 4 Months
- Implemented networking through the game using Photon Pun.
- Developed a working scoreboard, a rematch system, and lobby chat feature.
- Fixed major bugs caused from incorrect networking.
- Designed and developed a base save system.
- Created a shop system

Game Developer - 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

Junior Game Developer - 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

SKILLS & PROFICIENCIES

C#
C++
HTML
Css
Javascript
3D Math
Physics
Collisions
AI
Debugging
Unity engine
Unreal engine
Photon PUN
Github
Trello/Jira

SPECIALIZING IN

BACK-END Systems programming
Gameplay programming

EDUCATION

Bachelor of Science: Game Development
Valedictorian
Full Sail University

REFERENCES

References will be provided upon request.