

# Isaac Turner

Unity, C#, Rust, Systems Programmer, Gameplay Programmer,  
Tools Programmer, UI Programmer, Level Designer, UI/UX Designer

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<https://therealbloodrumpus.github.io/isaacturner-portfolio/>

## Technical Skills

<b><u>Programming Languages</u></b> C#, Rust	<b><u>Game Engines</u></b> Unity, Bevy
<b><u>Version Control</u></b> Perforce, Git	<b><u>Game Design</u></b> Levels, Mechanics, Audio, UI/UX

## Work History

### **Generalist Programmer, Full Time**

Monster Games, Inc. | Northfield, MN | 2018 - 2023

- **2022 - World of Outlaws: Dirt Racing** [PS4, PS5, XB1, XBXS]  
Generalist Programmer: C#, Unity, Systems, Tools
- **2020 - Tony Stewart's All American Racing** [PS4, XB1, Windows]  
Generalist Programmer: C#, Unity, Systems, Tools, Audio
- **2019 - Tony Stewart's Sprint Car Racing** [PS4, XB1, Windows]  
Generalist Programmer: C#, Unity, Systems, Tools, Audio
- **2018 - NASCAR Heat 4** [PS4, XB1, Windows]  
Generalist Programmer: C#, Unity, Systems, Tools, Audio

### **Front-End Programmer, Contract**

CogReps, Inc | St. Paul, MN | 2018

- **2018 - Smash Routes Playbook Game** [iOS, Android]  
Generalist Programmer, C#, Unity, Frontend, UI Design

### **Level Designer & Generalist Programmer, Full Time**

Monster Games, Inc. | Northfield, MN | 2006 - 2017

- **2017 - NASCAR Heat 2** [PS4, XB1, Windows]  
Generalist Programmer: C#, Unity, Systems, Tools, UI
- **2016 - NASCAR Heat Evolution** [PS4, XB1, Windows]  
Generalist Programmer: C#, Unity, Systems, Tools, UI
- **2015 - Xenoblade Chronicles 3D** [New 3DS]  
UI Designer, UI Tools Programmer
- **2014 - Donkey Kong Country: Tropical Freeze** [Wii U]  
Level Designer, in collaboration with Retro Studios
- **2013 - Donkey Kong Country Returns 3D** [3DS]  
Level Designer, UI Designer
- **2011 - Pilotwings Resort** [3DS]  
Level Designer, Game Designer
- **2009 - Excitebike: World Rally** [Wii]  
Level Designer, Game Designer
- **2008 - Excitebots: Trick Racing** [Wii]  
Level Designer
- **2006 - Excite Truck** [Wii]  
Level Designer, QA

### **Gameplay Programmer & Tester, Full Time**

Atomic Games, Inc. | Clearlake, TX | 1998 - 2000

- **2000 - Hammer's Slammers** *Canceled Project* [Windows]  
Gameplay Programmer: C++
- **1998 - Close Combat IV: Battle of the Bulge** [Windows]  
Quality Assurance Tester