

CHLOE SONSTENG

SENIOR UNITY DEVELOPER

Senior Unity Developer with a strong foundation in game development, Unity/C# and other relevant technologies. Seeking a dynamic role where I can leverage my expertise to create engaging gaming experiences. Also skilled in Python, JavaScript, and VBA with a background in 3D modeling and simulation. I am passionate, self-motivated and always up for a challenge.

EXPERIENCE

SENIOR UNITY DEVELOPER

Kodable

May 2022 - Present

- Leverage C# in Unity for cross-platform web and iOS game development, ensuring seamless user experiences and optimized performance.
- Wrote company's C# and Unity Style Guide with input from team members.
- Release regular product updates with new features, content, and bug fixes.
- Lead development on a new "Learn to Code" game targeted at upper elementary kids.
- Employ third-party tools such as Amplitude, Sentry, and Jenkins to enhance game analytics, error tracking and build management.
- Pivotal in proposal and implementation of UniTask, DOTween, and Spine to clean up load operations, and quantity of animation art assets.
- Lead weekly meetings to assess error reports, flag issues, and prioritize and assign bug fixes.
- Collaborate closely with design and art teams to identify pipelines and project requirements.

LEAD GAMES ENGINEER

Legio Vox Studios

September 2021 - May 2022

- Lead and managed software team to develop game architecture and tools in Unity.
- Collaborated extensively with design and art teams to determine requirements for gameplay mechanics and art pipelines.
- Designed, implemented, and documented software architecture for new gameplay systems.
- Reviewed code of other engineers to ensure consistent style throughout the codebase, and to check for completion, functionality, and robustness.
- Set up Firebase Authentication, Realtime Database, and Analytics.

GAMES ENGINEER

Legio Vox Studios

October 2020 - September 2021

- Worked closely with previous lead to ensure a functional and robust codebase.
- Built gameplay systems from the ground up to match design team specifications.
- Addressed bugs that would arise during production.

AEROSPACE ENGINEER AND SOFTWARE DEVELOPER

Altech Aerospace

June 2014 - August 2020

- Developed an intranet site to assist in stress analysis using Python with Django, JavaScript, and HTML/CSS.
- Developed stress analysis tools using Visual Basic for Applications (VBA).
- Designed and analyzed, and supported aircraft modifications and repairs for static strength and F&DT.
- Was local system admin for office network managing multiple licensing servers.
- Managed Product Data Management system for 3D models and drawing package.



971-344-1811



chloe@csonsteng.com



Portland, OR (97217)



chloesonsteng.com

github.com/csonsteng

EDUCATION

B.S. MECHANICAL ENGINEERING

Oregon State University - 2014

GOOGLE IT SUPPORT CERTIFICATE

Google (Coursera) - 2020

CONTRACTS

MBEE DESIGN - 2018

Independently developed a commercial cross-platform phone application using Unity with C# to provide visual and audio feedback based on gyroscopic inputs.

INTERNSHIPS

DAIMLER TRUCKS NA - 2013

Developed tools to dynamically generate 3D model data for interference analyses and digital mockups of full truck designs.

PRECISION CASTPARTS - 2012

Developed tools to analyze piece-wise flow rates of the manufacturing of power generation turbines.

OTHER PROJECTS

ROBOTICS COMPETITION - 2014

Developed a computer vision system and targeting algorithm for a school robotics competition using C++.

AIAA DBF - 2014

Collaborated on design and manufacture of a remote controllable airplane for a nationwide competition.

D&D DM - (ONGOING)

Crafting worlds within existing systems, writing campaigns and adventures, and running fantasy role-playing games for friends.