

# ISAAC CRAWFORD



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[PORTFOLIO](#)

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## EXPERIENCE:

**SLICE INTERACTIVE**, WICHITA, KS - CEO/TEAM LEAD/SENIOR SOFTWARE ENGINEER  
JANUARY 2018 - PRESENT

- ARCHITECTED AND MANAGED MASSIVE PROJECTS WITH A LARGE NUMBER OF ACTIVE CONTRIBUTORS.
- TOOK CHARGE AND RESPONSIBILITY TO MEET DEADLINES AND TO KEEP PROJECTS ALWAYS MOVING FORWARD.
- BUILT, MANAGED, AND MODERATED COMMUNITY OF THOUSANDS.
- CONSTRUCTED VERSATILE AND PERFORMANT FRAMEWORKS AND ARCHITECTURES FROM FRONT TO BACKEND.
- ACTIVELY PUSHED PROJECT FROM CONCEPTION TO RELEASE EFFICIENTLY.
- QUICKLY STEPPED UP AND TURNED THINGS AROUND WHEN A LONG-TERM PROJECT FELL THROUGH.
- HELPED KEEP PROJECT SCOPE IN-LINE AND PREVENTED FEATURE-CREEP.
- CONCEPTUALIZED AND DEMONSTRATED IDEAS AND IMPLEMENTATIONS EFFECTIVELY.
- EXPERIENCE TEACHING HIGHLY COMPLEX CONCEPTS TO MEMBERS OF THE TEAM REGARDLESS OF EXPERIENCE LEVEL.
- DESIGNED PRESENTATIONS/DEMOS TO EXPLAIN TOPICS AND FEATURES TO MEMBERS OF THE TEAM.
- TRAINED TEAM MEMBERS IN MANY DIFFERENT SOFTWARE/TOOLS THEY MAY HAVE NEVER USED BEFORE.

**SELF-EMPLOYED**, OGLESBY, IL - SOFTWARE/GAME DEVELOPER  
AUGUST 2014 - PRESENT

- CREATED STUNNING AND EFFICIENT TECHNICAL ART UTILIZING THE SPEED OF MODERN GPUS.
- OPTIMIZED PROJECTS TO RUN ON A PLETHORA OF HARDWARE FROM HIGH-END PCS TO LOW END MOBILE DEVICES.
- BRAINSTORMED AND PROTOTYPED BLEEDING-EDGE TECHNOLOGIES.
- DESIGNED AND BROUGHT TO LIFE GAME CONCEPTS IN MANY DIFFERENT GENRES AND STYLES.
- FORGED DEEP AND IMMERSIVE WORLDS WITH COMPLEX TWISTING STORYLINES.
- WROTE EFFICIENT THOUGH VISUALLY BEAUTIFUL SHADERS WITH SHADERLAB, HLSL, SHADER GRAPH, AND COMPUTE SHADERS.
- EXPERIENCE WITH ALL OFFICIAL UNITY RENDER PIPELINES.
- PRACTICAL KNOWLEDGE WRITING LOW LEVEL CODE WITH RUST AND INTEGRATING THAT INTO EXISTING PROJECTS.

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## ACCOMPLISHMENTS:

- MANAGED TEAM OF 26 STAFF MEMBERS FOR A DURATION OF 4 YEARS.
- SINGLEHANDEDLY CARRIED COMPLEX GAME FROM CONCEPTION TO RELEASE.
- BUILT AND MAINTAINED A COMMUNITY OF THOUSANDS.
- COMPLETELY RESTRUCTURED AND SAVED A FAILING PROJECT IN 2 DAYS.
- BROUGHT TOGETHER A GROUP OF STRANGERS INTO A TEAM OF FRIENDS.
- FOUND AND CONTINUE TO FIND NEVER ENDING WAYS TO GROW AND IMPROVE.

## FAQ:

### Q: HOW DO YOU HANDLE STRESS?

A: I usually attempt to look at the bigger picture rather than the now.

Things can be much less stressful when you think about how short-lived a lot of stressors can be.

### Q: WHAT MOTIVATES YOU?

A: I'm motivated by the satisfaction of delivering a complete product. Nothing is quite as exciting as seeing the reactions to what you've created.

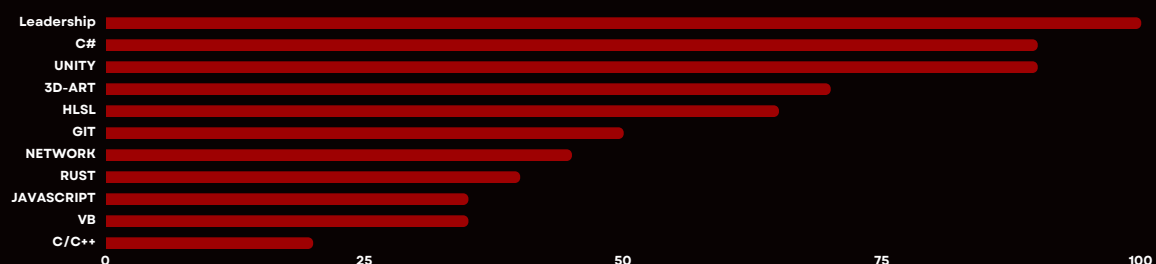
### Q: WHAT IS YOUR LEAST REDEEMING QUALITY?

A: Sometimes I can be so determined to achieve something that I put that goal over my health, both physical and mental. I will try everything in my power to deliver what I promised when I promised it that I sometimes put myself in danger. At one point I was crunching so hard to meet an unrealistic deadline, staying up for multiple days straight, that I lost consciousness at a convenience store and got a concussion from smashing my head into the ground. This is something I've been working really hard to improve on.

### Q: WHAT ARE YOUR FUTURE GOALS OR ASPIRATIONS?

A: In the next few years I aim to move to Seattle, WA. I would really like to eventually open my own physical game development studio and finally create some of the projects I've been planning for years.

## SKILLS:



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## ABOUT ME:

Hi, I'm a game developer with a passion for creating immersive experiences for players. Despite growing up in a negative environment, I found solace in games and software from a young age. I began programming in the fourth grade and have always been eager to learn and connect with new people.

As a teenager, I started a project to remake Battle for Bikini Bottom and built a community around it. Though the project fell through when the publisher who owns the rights announced their own remake, I didn't give up. Instead, I quickly pivoted to a new project, which my studio SLICE Interactive still works on to this day. That project is Bikini Bottom Tales, an exciting new game that we hope will capture the hearts of players everywhere. Despite the setback, I'm proud of what we've accomplished and excited to see where our journey takes us next.

Today, I strive to expand my horizons and increasing my skills in game development and programming. I wield an insane level of determination to reach goals and keep promises, sometimes to my own detriment. Despite setbacks, my passion for creating worlds remains undaunted, and I look forward to what the future holds!

## HOBBIES:

### **3D ARTISTRY AND DESIGN -**

**JULY 2017 - PRESENT**

In my free time, I have devoted myself to designing and modeling 3D characters, primarily for my ongoing projects. My expertise lies in organic modeling, although I do possess skills in hard-surface modeling as well. I am proficient in industry-standard software such as Blender, Maya, and Substance Painter.

When designing my models, I prioritize a clean quad-topology, allowing for easy rigging and animation. While I focus on creating cartoony characters, I also possess experience in modeling and texturing in a realistic style.

Of all my abilities, 3D art is one of the skills that I am most confident in. I am always eager to explore new techniques and refine my craft.

### **MUSIC COMPOSITION -**

**NOVEMBER 2014 - PRESENT**

Throughout my life, I have maintained a profound affinity for music. Listening to it can transport me to another world, completely disengaging me from reality. However, my true passion lies in creating music. To me, composing is akin to crafting an entirely new universe through sound.

Over the years, I have explored many different genres, including EDM, metalcore, orchestral, jazz, big band, and more. I firmly believe that any music made with soul qualifies as good music, irrespective of the genre or the artist behind it.

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