

Rudy Castan

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Summary

Lecturer at Digipen-KMU Special Program in Daegu, Korea in the Computer Science department, teaching foundational game programming and computer graphics. Happy to share and discuss programming with anyone and everyone who is interested.

Also, experienced Game Programmer with a demonstrated history of working in the games industry, mostly in the San Francisco area. Skilled in C++, C#, Python, Cross Platform Development, Build Automation, and General Game Programming. Strong education professional with a Bachelor of Science (BS) focused in Real Time Interactive Simulation from Digipen Institute of Technology.

Experience



Lecturer, Digipen-KMU Special Program

DigiPen Institute of Technology

Jun 2017 - Present

I help teach all the 1st and 2nd year CS courses for the RTIS program : High-level Programming I: The C Programming Language, High-level Programming II: The C++ Programming Language, Game Implementation Techniques, Operating System I: Man-Machine Interface, Computer Graphics I, Advanced C/C++, Computer Graphics II

I continually work to improve course content and do my best to support our students. To help students have something simple and visual for their first time learning C++ programming, I took inspiration from p5.js and created a simple C++ library called doodle. Students not only use doodle to learn C++ but also use it for their introductory game courses.



Contract Game Programmer for MunkyFun

Sep 2015 - Mar 2017 (1 year 7 months)

Worked remotely for MunkyFun.

Fixed, updated and maintained iOS & Android platform tasks for multiple games.

Created automated logging for mobile platforms, which helped development, analytics and crash reporting.

Maintained and improved automated build system. Had automated error/warning checking, game asset validation, game config validation, line ending normalization, build uploading for internal testing, automated version numbering, automated JIRA task updates, and automated Release Notes generation.

To work with Unity3D I helped create & maintain an internal code base which was reused for multiple game projects. This standardized how we organize game projects, which made working on multiple projects at once easier for the development team.

Made tools for live ops data management. Worked with Game Designers & Live Ops Managers to

improve their work flow. Helped manage source control repositories. Moved a large project around from Unity3D's Version Control to Perforce to SVN and finally to Git.

Worked on these shipped titles:

Psych! (iOS, Android) – 2017

Crystal Chimes (iOS, Android) – 2017

League of War: Mercenaries (iOS, Android) – 2016



Senior Engineer

MunkyFun

Sep 2013 - Sep 2015 (2 years 1 month)

Essentially my role is a mix between platform and tools engineer. I develop & maintain Android, iOS & Windows specific technology for a cross platform game engine. Likewise I maintain & develop the build process for the platforms.

Worked on these shipped titles:

League of War (iOS) – 2013+

Knight Storm (iOS, Android) – 2013

Bounty Bots (iOS) – 2013+

My Horse (iOS, Android) – 2013+

Ivory Tiles (iOS) - 2013

Shift (iOS) - 2013



Game Engineer

PlayFirst Inc.

Aug 2012 - Aug 2013 (1 year 1 month)

For the iOS game "Diner Dash Rush," I was the lead engineer. I managed the app's requirements & maintenance. I developed interesting technology that combined data-driven logic of game features with remote configuration. Other responsibilities included working on tools, gameplay, adding to a shared game library, and build management.



Gameplay Programmer

Bigpoint, Inc.

Jan 2011 - Apr 2012 (1 year 4 months)

For the game "The Mummy Online," I quickly and iteratively developed the questing system, conversation system, achievement system, interactive object system, audio tools, design tools, debug tools, adventure game mode, PVP game mode, domination game mode, and level scripting system. I also touched some UI systems, Asset integration, localization, and item loot generation.



DSi Contract Programmer

BrandX Games, LLC

Sep 2009 - Jan 2010 (5 months)

I started the company's Nintendo development by creating a DSi Game Demo by myself without any mentoring.

To make an RTS game from scratch, I developed a game engine in C++ that was Component based with a specialized content pipeline. The game had 2D Graphics with customizable sprite animations, arbitrarily sized Scrolling Backgrounds, Steering behaviors, iterative path-finding, and audio for background music and sound effects.

Education



DigiPen Institute of Technology

Bachelor of Science (BS), Real Time Interactive Simulation

2005 - 2008

Skills

Game Development • Gameplay Programming • Lua • Game Programming • C++ • Programming • Unity3D •
Software Development • Build Automation • University Teaching