

Stone Dula

Game Developer & Designer

CONTACT

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PROFILE

I've worked on games professionally for 6 years now, touching every aspect of the production of a game. I've worked on games that have made it from the idea phase all the way to post-release. I have personal experience both developing for, as, and with all the components that make up a game, from art to engineering.

PROFESSIONAL EXPERIENCE

Indie Developer

2019~

- Worked in a team to deliver a game reaching over 15,000 concurrent players.
- 2 other releases each reaching over 10,000 concurrent players
- Collaborated with a local factory to create a 'try before you buy' Unity app to simulate robots in a real-world environment
- Utilized AGILE methodologies to deliver from end to end
- Post-release followups with thousands of active users, adapting to real-time feedback in high-stress scenarios

EDUCATION

Western Piedmont Community College | 2021–2023

Associate of Applied Science in Simulation and Game Design

- Peer Teacher
- Project lead for student-led efforts
- Managed project versioning
- Represented class at East Coast Game Conference

TOOLS	SKILLS	LANGUAGES	PROGRAMMING LANGUAGES
Unreal Engine Unity Godot Blender Roblox Studio	Project Management Meeting Deadlines User Engagement Live Operations Community Interaction	English Native Conversational Japanese (日常会話レベル日本語)	Javascript C++ Lua Python Java C# Rust