

# George Castle

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## Skills

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|-------------------------|--------------------------------------|----------------------------|
| • C++, C#, Python       | • Blender                            | • UI/UX Design             |
| • HTML, CSS, JavaScript | • Adobe Suite Software               | • Jira, Confluence, Trello |
| • Unity Engine          | • 3D modelling / rigging / animation | • Design Documents         |
| • Unreal Engine         | • Motion Graphics Animation          | • Team Management          |
| • Git & Perforce VCS    |                                      |                            |

## Long Term Game Projects

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**Together Alone** (7 Developers) (December 2018 - August 2019)

- Earthbound-like RPG originally developed in Game Maker Studio 2; now the sole programmer in porting the game to Unity C# and a graphic designer / animator for all UI elements
- Leading and organizing a group of other artists and designers in discussion and contribution to the project, including maintaining constant and honest communication for almost a year and problem-solving conflicts that arise in team situations

**Dreamwillow** (30 Developers) (September 2019 - December 2019)

- Assistant Producer and Assistant Art Director for WolverineSoft Studio, a student-led semester long game development project that offers credit to students through the University of Michigan's Multidisciplinary Design Program

**Bloom: Tome of Power** (31 Developers) (June 2020 - August 2020)

- Original Project Concept Developer, Game Designer and Art Director for WolverineSoft Studio's latest project, Bloom, a first person shooter inspired by genre defining games such as DOOM, Hexen, and Dusk.

## Experience

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**Software Engineering Intern at SpellBound** (*Augmented Reality Mobile App Development Company*) (January 2020 - May 2020)

- Design and implementation of systems for an augmented reality creature capture and fishing game using C# and the Vuforia package in the Unity Game Engine

**Software Engineering Fellow at XRI** (*Virtual Reality Education Application Development University Group*) (October 2020 - Present)

- Design and implementation of systems for various virtual reality experiences created for use by different departments and classes in the University of Michigan in the Unreal Game Engine

**Vice President at WolverineSoft** (*University of Michigan Game Development Club*) (December 2019 - Present)

- Organization and facilitation of social activities that promote open discussion and team-building, including two 48-hour programming & design game development contests per semester
- Presenting analyses of game design implementations at weekly meetings of around 30 students
- Contributing to weekly guided workshops for students seeking to learn elements of C# and Unity Engine, as well as asset production tutorials

**Art Director at WolverineSoft** (*University of Michigan Game Development Club*) (March 2019 - Present)

- Facilitate art team discussions and meetings, critique and give feedback on art assets
- Create documentation and tutorials for onboarding team members, with an emphasis on art and asset related processes
- Adjust art assets as needed to help aide how easily they may be integrated into the Unity project

## Education

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University of Michigan, Ann Arbor - BFA

Expected Graduation Date: May 2021

Currently enrolled in STAMPS School of Art and Design