

George Castle

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Skills

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

Game Jam Games

Revenge & Reform (2 Developers) (Summer 2019)

- Sole programmer and lead designer for a 3 level platformer with multiple playable characters, ranged attacks, main menu, chase AI, unlockable doors, moving platforms, and more

Long Term Game Projects

Together Alone (7 Developers) (Winter 2018 - Summer 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

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

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 aid how easily they may be integrated into the Unity project

Education

University of Michigan, Ann Arbor - BFA
Expected Graduation Date: May 2021
Currently enrolled in STAMPS School of Art and Design